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FEBRUARY 1989 No.38 £1.60 With Full Price Game



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FULL PRICE GAME!!

ALIEN EVOLUTION

STORM LORD PLUS LAST DUEL

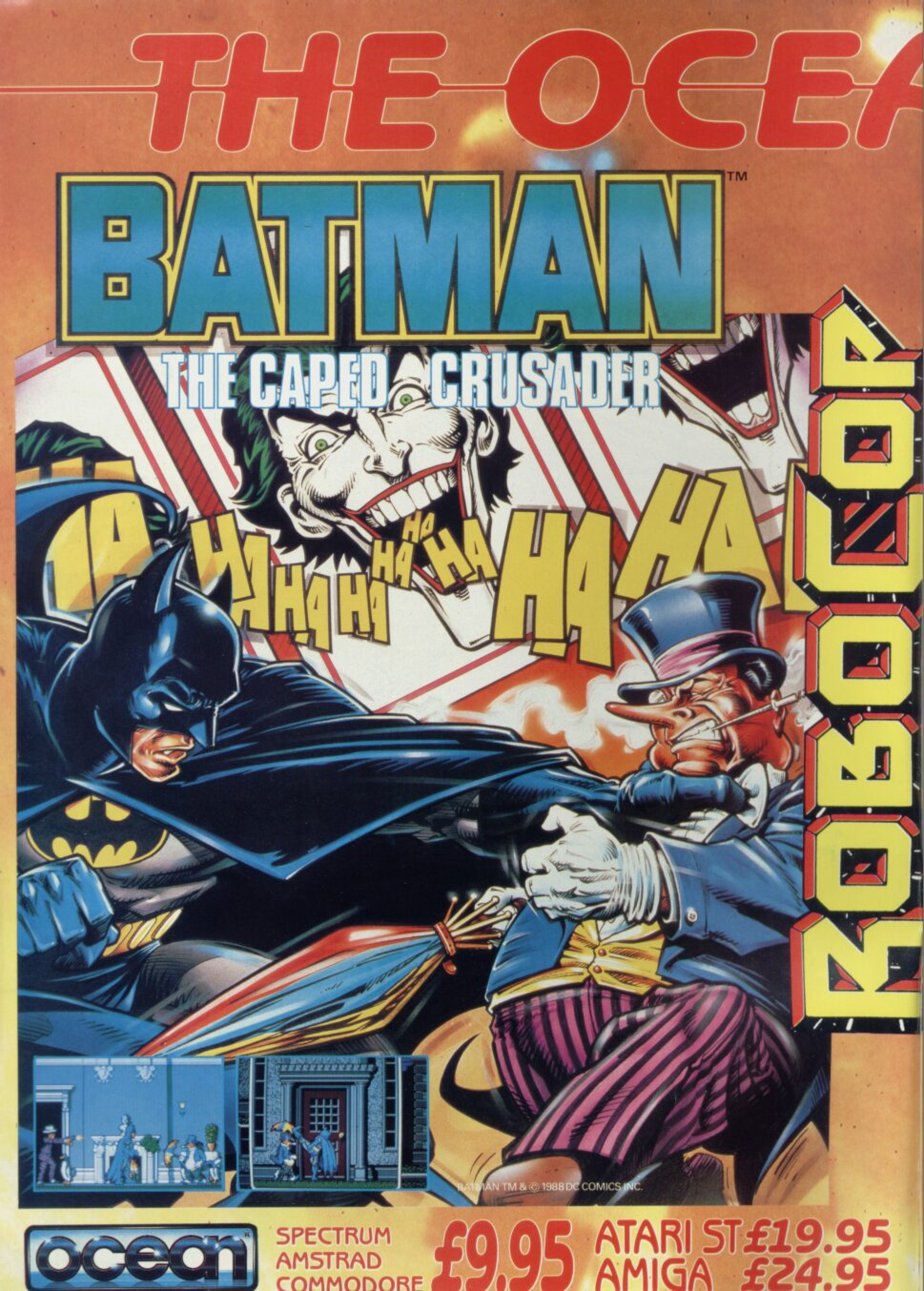
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Crikey — it's superb!



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Alien Evolution
Complete Game
Last Duel, Stormlord
Playable Demos

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You'll L.O.V.E. it!

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Human Killing Machine/Go!
Sex 'n' thugs on the Speccy!

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YS COMPOS



10 47 95

An Amstrad Portastudio, a Scalextric set, an Alba Midi System, sweatshirts, rubber ducks and record vouchers plus heaps of games.

COVER BY BRETT EWINS

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Cripes! More full colour reviews than any other Spectrum Mag!

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"Rhubarb, rhubarb!" "Blah, blah, blah!"



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FOUR MEGAGAMES FOR UNDER A TENNER!
And you don't have to beg, borrow or steal 'em either!



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X trailer advertising U games!

They're bloody greeeeeet, man!

REGULARS

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YOUR SINCLAIR

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A Dennis Publication

MARCH TO YOUR NEWSAGENTS FOR THE MARCH ISSUE OF *YS* — OUT ON THURSDAY 16TH FEBRUARY!

MIFFED DARLINGS

Woooooh. Code Masters is in a little bit of a two and eight – talk about narky. It seems the company has taken umbrage to the packaging of Alternative Software's *Formula Grand Prix*, which it claims is a rip-off of the *Grand Prix Simulator* packaging. So miffed is Code Masters that it's issued a High Court writ, of all things, charging poor old Alternative with Breach Of Copyright and Passing Off (whatever that might be). Said Code Masters' Managing Director David Darling: "Our original ideas in product, packaging and marketing ... blah blah blah ... protect the intellectual property ... blah blah ... henceforth we reserve the right to act with the full force of the law ... blah blah blah. He carried on in this vein for several hundred centuries.

Well there's cowboys and there's cowboys, but these lads don't ride horses. They're dodgy builders – brickies, chippies and sparkies – they can get a wall up before you can say 'Jericho', have it plastered before you can blink and then they're off down the pub to get totally

pissed



BIG IN JAPAN

If someone asked you who or what is *Ikari Warriors* you'd all immediately say 'It's a brillo arcade game'. If that same someone then asked you who or what is SNK you'd probably be a trifle bemused. No, it isn't SNAKE with the vowels removed, it is in fact the company behind the one you got right: *Ikari Warriors*. Not a lot of people know that, so SNK has decided to do something about it – by appointing Solution PR to handle its marketing in Europe. Solution's big boss Luther De Gale says: "SNK have not made nearly the impact in this part of the world as it has in Japan. We intend to correct this". Blimey.



COMICS CHART

1) ***Batman: A Death In The Family*** **(DC)**
2) ***Black Orchid*** **(DC)**
3) ***Havoc And Wolverine: Meltdown*** **(Marvel)**
4) ***Stray Toasters*** **(Epic)**
5) ***Cosmic Odyssey*** **(DC)**
6) ***X-Men: Inferno*** **(Marvel)**
7) ***X-Factor: Inferno*** **(Marvel)**
8) ***New Mutants: Inferno*** **(Marvel)**
9) ***Wolverine*** **(Marvel)**
10) ***The Prisoner*** **(DC)**

Bubbling under:
Aliens **(Dark Horse)**
Eddy Current **(Mad Dog)**
Invasion I and II **(DC)**

Chart compiled by David Tarafder at Virgin Comics (London)

The Batman, in the run up to his new film has not only produced a new game but also a rash of new mind expanding comix. Lookee here, all you people who thought Adam West was the be-all and end-all. But *Black Orchid* is one of my own personal faves this month. I actually bought it before I knew it was in the chart, just because I saw THREE people reading copies on public transport! It could be the graphic novel which brings comics to a wider audience. Perhaps I'm just wishfully thinking, though. It's an adult one, for sure, and reminds me of *Blood* ('member that?) and I'm really not sure what it's about yet, but Lex Luthor's in it, which means it's in the DC universe. You'll know what I mean when you see it. And you must.

Stray Toasters is more of the same, in as much as it's a very arty comic, but it's a much meaner and moodier 'zine altogether. It's a story of intense insanity and a string of little boy murders. (It's discovered that all the little boys were force-fed jam and toast before their deaths. Brrr.) Not a mag to read on the last bus home! Brilliant.

The Inferno crossover is still in full swing, and I can't tell you much about that until I read them all, which I haven't yet, but I'll giz you a full report as and when. *Inferno* covers all the mutant zines, like *X-Men, X-Factor* and *New Muties*

My personal faves this month? *Black Orchid, Hellblazer, Grendel* (another very mean and moody zine!), and *Stray Toasters*. Not exactly bedtime reading, but there you go. That's my taste for you. I should check out *Invasion* too. It looks well strange, with a touch of the 1930s invasion paranoia for you. And that's it. I'm Chainsaw, and I'm Dave, and we'll see you AT THE MOVIES! (Ha ha ha. I'll buy THAT for a dollar!)

PIQUED

Oh dear, our resident mystic Madam Pico didn't forsee this one. And she's not very happy about it, either – taking her name in vain like that. It's the Victron 'Pico' Uninterruptable Power Supply. Victron Pico indeed! She may have to change her name by deed-pole to Madam Femto.







DODGY TRAINSPOTTERS THROUGH HISTORY

A series in conversation with the world's greatest trainspotters



No. 89 Eddy Edwards

'Ello. Me name's Eddy, although you probably know me better by me nickname of Eddy 'The Eagle', which is pretty nice really, seeing as all me mates call me Eddy 'The Goony-Bird'. Still, they only take the piss cos they're jealous – there they was, slaving away on a cold building site while I was swanning it up in Calgary. Quite a 'leap' for me that was (in more ways than one); a jobbing plasterer one day and an international celebrity the next – everyone was talkin' about me. Wherever I went there was cameras an' journalists – one newspaper even arranged to have me bird flown over (which was pretty annoying actually, cos there were loads of Canadian birds I could of got off with). Still, the gesture was nice, I suppose, an' it gave her the chance to cheer me on when I was at the top of the ski-ramp. Cor, that's a nervy business, I can tell yer – standing at the top of the jump lookin' down and knowin' that you ain't got no brakes or nothing – I've often changed me mind half way down, but couldn't do nothing about it. Some of them other geezers actually wax their skis to eliminate the friction! You wouldn't catch me doing that – I want all the friction I can get. As long as I jump further than twenty feet, that's all that bothers me (after all, I did get on the panel of *Blankety Blank*). Anyway, I'm supposed to be tellin' yer about me trainspottin', which is another good thing about going to Calgary – I got a load of foreign numbers. I dunno what I'm going ter do next though, now all the fuss has died down a bit: I was toyin' with the idea of takin' up figure skating but I'd need a partner for that – or would I? I don't really know very much about it, to be quite honest, but then again I didn't really know very much about Ski Jumping either.

TOP 10

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(NE)	***Last Ninja 2***/System 3
2	(1)	***Daley Thompson's Olympic Challenge***/Ocean
3	(NE)	***Armalyte***/Thalamus
4	(NE)	***Return Of The Jedi***/Domark
5	(NE)	***Savage***/Firebird
6	(NE)	***SDI***/Activision
7	(NE)	***Typhoon***/Ocean
8	(NE)	***Guerilla Wars***/Ocean
9	(NE)	***Space Ace***/Gremlin
10	(NE)	***Airborne Ranger***/Microprose

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Joe Blade 2***/Players
2	(2)	***Bombjack***/Encore
3	(NE)	***Footballer Of The Year***/Kixx
4	(NE)	***Commando***/Encore
5	(NE)	***Rugby Simulator***/Code Masters
6	(5)	***Gauntlet***/Kixx
7	(9)	***Airwolf***/Encore
8	(NE)	***Pinball Simulator***/Code Masters
9	(8)	***Ace Of Aces***/Kixx
10	(NE)	***Battleships***/Encore

Tizers

● *Risk* reaches the Spectrum this month, courtesy of Leisure Genius, so now the meanest and nastiest little blighters amongst you can indulge in a little world domination whenever you feel like it. You'll be able to play with five of your like minded fiends too in what looks like it's going to be a huge strategy game. Still, by providing a simulation for a mere few pence, Leisure Genius may just have helped save some real countries from the likes of you lot.

●The Edge is getting all sloppy and romantic. Bleeuuk! Obviously time for a bit of hearts and flowers, so here comes that 'loveable' cartoon cat just in time for Valentine's day: *Garfield: A Winter's Tail* (har, har) is out in mid February (of course) and features Valentines Day quite strongly, but if that blimmin' cat gets more Valentine cards than us we're liable to commit felomicide.

● More news from The Edge. For the shoot 'em up fans among you, watch out for *Darius* coming soon. And for those of you who like *Peanuts* – of the canine kind – you can expect Snoopy and Charlie Brown to be hitting your screens sometime nearer Easter.

● That pretty disgusting snotty sort of alien called Gilbert, (erm, look over there, Gaz, er) can be seen sliming all over the place, being rude and stuff on ITV's Saturday morning show, *Get Fresh.* (Ahem, gibberish?) And he'll soon be appearing on our Speccy screens too, thanks to Again Again. Watch out for flying snot.

● Programmers Tech – those of *Terramex* and *Munsters* fame – have started their own publishing house, Chrysalis. *(I thought that was a record label? Ed)* So 'expect great things' as they say.

● There's loads of new software titles to watch out for this coming year. Electronic Arts is doing a rather loud game all about sound barrier breaking maestro Chuck Yeager! Epyx has the licence to that Duncan MacDonald role model Indianna Jones! And Domark is doing three Tengen coin-op conversions, *Vindicator, APB,* (That means All Points Bulletin, dumbo) and *Zybots!*

● Wanna know what the latest comic to hit the computer games "scene" will be? That corker of a cracker the (Desperate) *Dandy.* Starring Corky the Cat, prehistoric pals and extra helpings of cow pie. Sounds yummy.

Pssst



SEX VIXENS FROM SPACE

The porn squad have leapt in and impounded the latest shipment of a game by US software company, ASoft. The game in question is called *Sex Vixens From Space*; but is it very naughty though? ASoft's boss, Tim Harris, had this to say. "The game's been hyped up, but there isn't really that much sexual content. It's a heck of a lot tamer than *Strip Poker*." The porn squad obviously disagree.

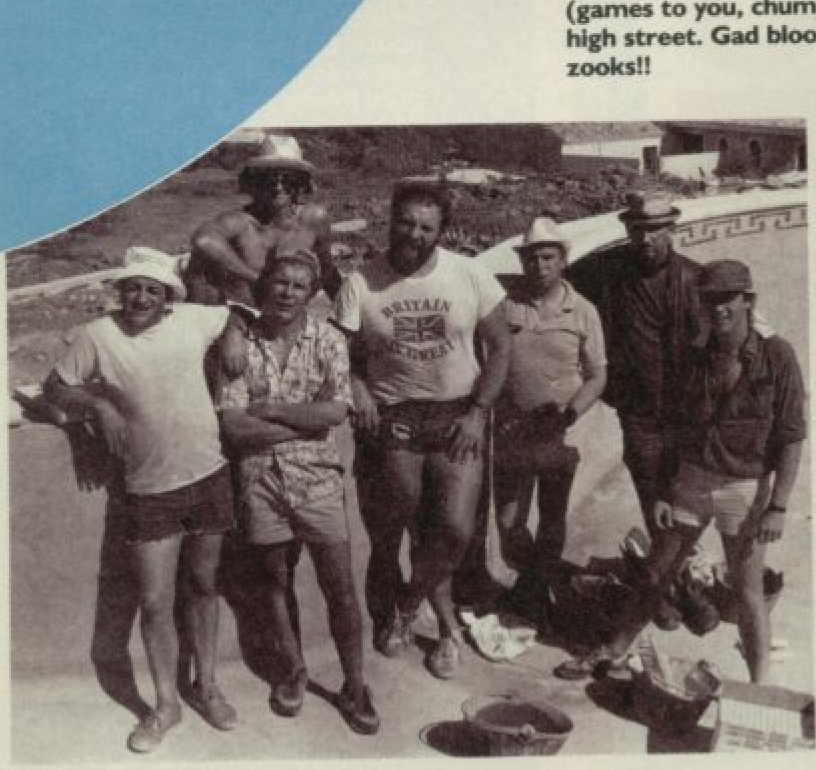


AHH CAN DAVID, AAH CAN, EEEEEE!

If you've been listening to your local commercial radio station recently you'll doubtless have heard a spate of adverts from Elite. It's been advertising the computer game version of *A Question Of Sport* and has booked about 240 thirty second slots, which are costing an arm and a leg (presuming those particular limbs normally retail at twenty thousand quid apiece). No doubt Emlyn Hughes would have a pearl of wisdom to impart on the subject, such as "Eeeeeeeeeeee, hahahahahaha, the firm done good the firm done good", but seeing as Ian Botham's taken over the captain's chair, we asked him what he thought about it instead. His reply? "Take this, pal" – bosh!!!

THESE BOOTS ARE MADE FOR RETAILING

Boots the chemists, the country's largest retailer of computer games, has recently clinched a 40 million pound deal for Underwoods (also the chemists). With the majority of Underwoods' fifty stores set to be transformed into Boots stores over the coming year, this could massively increase the amount of leisure software (games to you, chum) on the high street. Gad bloomin' zooks!!





READERS CHART

TOP FIVE CHAT-UP LINES IN THE RAMSGATE BUS QUEUE

1) Hello!
2) Does this bus go to Ramsgate?
3) Do you come here often?
4) I normally go in my Porsche, but I broke my golden knob.
5) Ooooh! Isn't this bus late?

TOP FIVE CHAT-UP LINES ON THE BUS

1) Hello again!
2) My chair has got that covering as well.
3) I normally go in my Porsche, but I broke my golden knob.
4) I suppose a Flucks out of the question?
5) Ouch, my foot's stuck in the door — could you rub my leg?

What are you waiting for? Go to Ramsgate and try some of them out. Mind you, Daniel Pascall from Halifax (who compiled the charts?) hasn't got a girlfriend at the moment – which isn't really very surprising when you come to think of it. Anyroad, have you got a weird or wonderful chart? Send it to Pssst (you might even get a shiny *YS* badge for your troubles).



SPECTRAL BUILDING 'FACTS'

Spectral Building 'Fact' 1: The earliest known human structure is to be found at Olduvai Gorge in Tanzania. It's a rough circle of loosely piled lava blocks, and it dates from 1,750,000 BC. It was discovered by Doctor Mary Leakey in 1960, and experts think it might have been early man's first attempt at building an extension.

Spectral Building 'Fact' 2: The earliest evidence of actual buildings yet discovered is that of 21 huts in Nice, France. The folk who built them 400,000 years ago had an eye for interior design as each hut on this early 'housing estate' had a small pebble-lined hearth inside.

Spectral Building 'Fact' 3: The largest building currently standing in Britain is the Ford Parts Centre at Daventry, Northamptonshire. It measures 2000 feet by nearly 800, and the lucky 'sparky' (or electrician) involved in the construction in 1972 got himself loads of overtime, because the complex is fitted with 14,000 fluorescent lights.

Spectral Building 'Fact' 4: The tallest building in the world is currently the Sears Tower in Chicago, Illinois. With 110 stories rising to 1454 feet, it beats the previous contender (The World Trade Centre) hands down. As a bit of record-holding 'insurance', builders have stuck a couple of TV antennae on the top, which bumps the overall height up to 1559 feet. The building's population is 16,700, and there are 103 elevators which means that – spook amongst spooks – if there was a fire (like in *The Towering Inferno*), you'd have to squeeze 162 people in each lift.

YOUNG GUNS (15)

Kiefer Sutherland, Charlie Sheen, Emilio Estevez

Westerns – who wants 'em? Cowboys and bandits, horses and gun-fights. Kiefer Sutherland (cute), Charlie Sheen (swoon), Emilio Estevez (so evil), Lou Diamond Phillips (these smouldering looks . . .). Yup sirree, this is the first brat pack western and it works!

What better story for this band of America's best young actors than that of Billy the Kid (Estevez). But this time Billy isn't the simple villain we've all been taught. Like the rest of the gang of Regulators he's just a wild street kid taken under the wing of John Tunstall, an Englishman who uses tough tactics to survive in the lawless world of the Wild West.

It's only when Tunstall's assassinated that his gang of youths turn to gunning down his killers. At first they become emergency sheriffs themselves, but that doesn't suit the rival land owners who had Tunstall killed. So, under Billy's psychotic command, the lead flies and the hunters become the hunted. Chased across the scrubby lands and picked off, one by one, eventually there's no place to go and they're forced into a final shoot-out.

There's so much that's good about this film I can't even start to describe it all. It's funny, it's thrilling, and it's got wall to wall stars. You may think westerns are old fashioned, but *Young Guns* is hip and clever and right up to the minute. It's meaner than a rattlesnake in a ten gallon hat, so saddle up and gallop over to your local picture house, pardner!



RED HEAT (18)

Arnold Schwarzenegger, Jim Belushi

Glasnost!" "Bless you." No . . . *glasnost*, as in defrosting the Cold War with a blast of Red Heat from chummy commie Shwarzie who travels from Hillski Street Poliski Station, Moscow to Chicago to bust the butt of a Soviet drug dealer.

Red Heat positively steams with action – starting in a Turkish baths where Captain Ivan Danko makes an arrest in that inimitable Schwarzenkiller manner – he punches the suspect through a window! But in the ensuing stakeout things go badly wrong and Rostavili escapes to the US of A, killing Arnie's partner en route. In the Land of the Free, Rostavili is soon in police custody and Arnie is sent to collect him – but with strict orders not to tell the decadent Yankees anything about Russia's crime problems!

Cut to Chicago where Detective Sergeant Art Ridzick makes himself less than popular with his superiors by questioning their authority, proving he's cleverer than them and keeping up a constant barrage of wise-cracks. No surprise as he's played by Jim Belushi, brother of the late, great John B. His bosses reckon he's the natural choice to shepherd Danko around – at least it gets him out of their hair for a while.

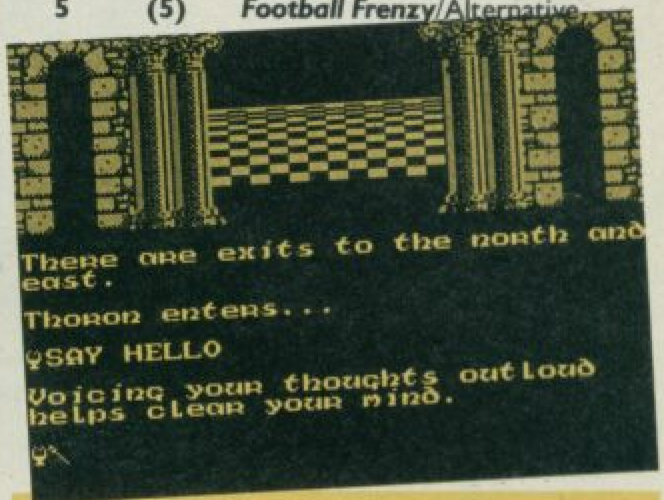
Then, as Danko escorts Rostavili back to the airport, a heavily armed gang spring the Soviet. The chase is on and what a chase it is. There's enough action to keep anyone happy – including Ocean who has the game rights already. But the film's real strength is Arnie as the icy Ivan and Belushi as the slobby, sarcastic Ridzick. Don't get burned – sweat this out if you're old enough.



ADVENTURES

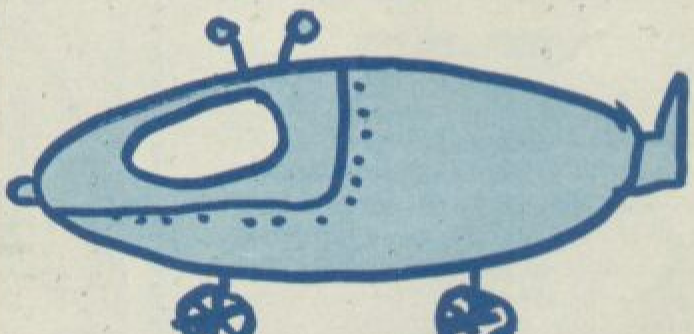
ADVENTURES

This Month	Last Month	Game/Publisher
1	(1)	*Colour Of Magic*/Alternative
2	(4)	*Time And Magic*/Mandarin
3	(2)	*Lancelot*/Mandarin
4	(RE)	*Dangermouse And The Black Forest Chateaux*/Alternative
5	(5)	*Football Frenzy*/Alternative



Thanks to **Roger Hulley** of R&R Distribution for the adventures chart.

BEYOND THE C5



'Uncle' Clive Sinclair has had his nose buried in his crystal ball again (unfortunately it's the same crystal ball he used to foresee the success of his electric C5 'wheelbarrow'). This time he's spouting forth about what roads will be like in the 21st century: apparently they'll be giant high-speed conveyor belts on which electric vehicles will nestle, nose to tail, until they drive off at their destination. Blimey.

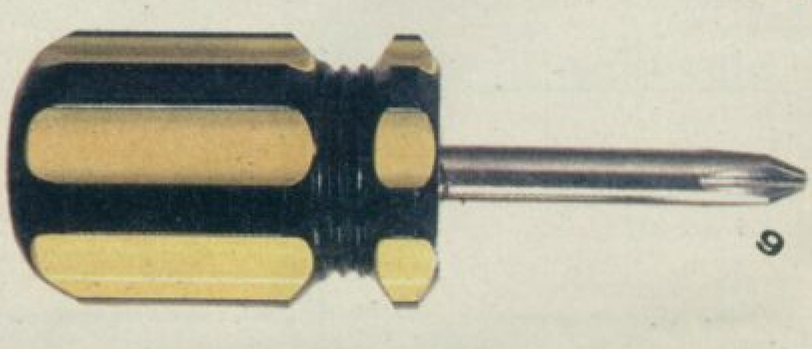
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INTERESTING THINGS by STEVE DAVIES

No. 1. How Far Things Actually Are From Each Other
Dorking is quite far from Croydon.

Next month, Steve examines the difference in weight between various common minerals.



FANCY A DUCK?

BLIMEY THAT'S A COINCIDENCE 'COS WE'VE GOT 20 RUBBER ONES* UP FOR GRABS PLUS A RATHER SWISH MIDI HIFI SYSTEM!

*Ducks







Yes, this compo really is for yoo-hoo! BT is so chuffed with its forthcoming release. *Dynamic Duo* that it's giving away some fabulous prizes just for you. The game's programmed by Probe and features you and your trusty feathered friend, a duck. The two of you must enter the Night House (spooky) to pit your wits against the evil Grim Reaper and go in search of the Calculations Room. But first you must find the key which has been split into ten parts. Sounds completely quackers to us. Anyway after you play the game what about playing with your own bathtime duck or, better still — a midi system!

SOME PRIZE, HUH!

Crickey! BT has stumped up for this rather spiffing Alba mega midi system with loads of knobs and lights on it. And for the more technically minded among you — the Alba MS 4300 Midi System has got a six-bar graphic equalizer, twin-speed turntable, twin casette decks plus matching speakers. And the runners-up don't go away empty handed 'cos there are 20 lovable, water resistant, bright yellow rubber ducks and 20 copies of BT's new release *Dynamic Duo* up for grabs. So what are you waiting for?

OKAY DUCKS

It's a cinch! Just cast your beadies over the picture to discover the numerous duck-like forms lurking within. Each time you spot a duck put a ring round it in blue/black ink and then tot them up. Fill in the coupon with your answer, name and address and send the whole lot, or a photocopy, to I Fancy A Duck So Howzabout Givin' Me One Compo, *YS*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And don't forget to waddle those entries in by Feb 28th either.

- Employees of British Telecom and Dennis Publishing Limited, better keep their beaks out of this compo — or else!
- Anybody who misses the February 28th deadline must be completely Daffy Duck.
- Squawking at the Ed about this compo will damage your health.



You must be completely quackers if you think I haven't spotted the ....ducks in the picture. And here's the proof!

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YS COMPO



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ALIEN

IT'S A GENE

Yep, we're brilliant alright, and yah boo sucks to anyone who sez we're not!

The *YS* freebie bandwagon trundles on to yet new heights with this month's whizzo cover mounted giveaway – not only a complete full price game from not so very many moons ago at all, but also a couple of brand new, up to the minute playable demos. Will wonders never cease? Will the gawd awful over the top hyperbole never cease either?

Not on your nellie, chummo! We're the best and you can stuff the rest (or something). And we're not going to let you forget it either!

And now, without any further ado, let us take a closer look at these coding collossuses that make up our manic megatape!



ALIEN EVOLUTION

The set up, in true convoluted games scenario tradition, is this. It is far, far into the future, best beloved, and earth has been well and truly trashed by that old standby, total nuclear armaggedon. The few bods that survive are holed out in underground hideouts – like old tube stations and stuff – waiting for things to calm down a bit on the surface, but unfortunately for them this doesn't look like it's about to happen in a hurry. For lo, a whole caboodle of pesky aliens have decided to make the rad lands their home – we can only guess that their home planet is in pretty poor shape for the demolished earth to look any better.

There's not a great deal to do on the surface, so the aliens have to make their own fun – breeding like crazy and ever evolving into new and tougher lifeforms. The prudish subterranean earth folk aren't too impressed with such blatant promiscuity, and build a robot android thing to put a stop to the laddish how's-your-father upstairs.

Which all goes to explain why you're controlling the CYBORG craft, running around blasting rampant aliens. The game is seen from a 3-D perspective looking down on the surface with various walls and things to dodge around not unlike *Ant Attack* (if you remember that). There are lots of mushroom-like teleports around to whizz you from one end of the area to another, and alien muthas galore.

Unfortunately, the aliens aren't too keen on dying – surprise, surprise – and would rather evolve into higher forms to face you on the next level. There are four of these, with each lot becoming progressively smarter, until you reach the first level again – only this time there are more of them than before. Quite a tricky one! The music is rather good, there is full scrolling and nice monochrome graphics, and even a (faint) strategy element. Well, you have to select your weapons to kill each particular strain, and you can push bubble things around to either trap or kill the aliens. And not only that, but we gave it a good eight back when we first reviewed it, so that can't be bad, can it?

AND ON THE FLIP SIDE . . .

FREE PLAYABLE DEMOS FOR *YS* READERS.

STORMLORD (Hewson)

Your Sinclair only brings you the best. So here's a sneak preview of the latest game from star programmer Rafaelle Cecco – author of *Exolon* and *Cybernoid* amongst others – and, though a pretty early version, our demo's looking truely whizzo.

The finished game will probably appear quite different, with the main character being a muscle-bound viking type rather than the dwarf you see here, but you should still get a good feel for the graphics and playability from this.

All the fairies are trapped in boxes and bottles



EVOLUTION

TIC MARVEL



littered around the landscape, and your task is to break them all free with the hammers, axes and other tools you can collect. Don't bother looking for them on our version though – 'cos they haven't been put in yet!

There are plenty of arcade sequences planned too, featuring flies, dragons and eggs-that-split-into-spiders, all of which should be walloped with your sparkly thunderbolt things. You should come across some of these if you persevere.

On the finished version (available in February) you will be able to define your own keys, but in the meantime try using your Kempston or keyboard, using M for fire, Q for jump, A for crouch, O to go left and P to go right. Cripes!

LAST DUEL (US Gold)

Last Duel is a Capcom conversion of a vertically scrolling arcade shoot 'em up that has yet to appear down the local money pit. In fact, it's out on home computer at the same time as it surfaces as a coin-op, which should be interesting. You play some rescuers from one planet out to retrieve their captured queen from a neighbouring "orb" across six levels. It is a one or two player game, where the first player drives a car in levels one, three and five, and a plane in two, four and six, but the second player always gets the plane. There are holes in the road, nasties to shoot, and big end of level guardians (on our two level demo you should face a dragon and a giant bat thing) as you might expect. It's out in February at £8.99/£12.99, it's by the programmers of *Thunder Blade*, and it's a stormer!

Controls are as follows: Q for up, A for down, O is right, I is left and P is fire. Simple, eh? And if you want to use a Kempston that's fine too. Don't say we're not good to you.

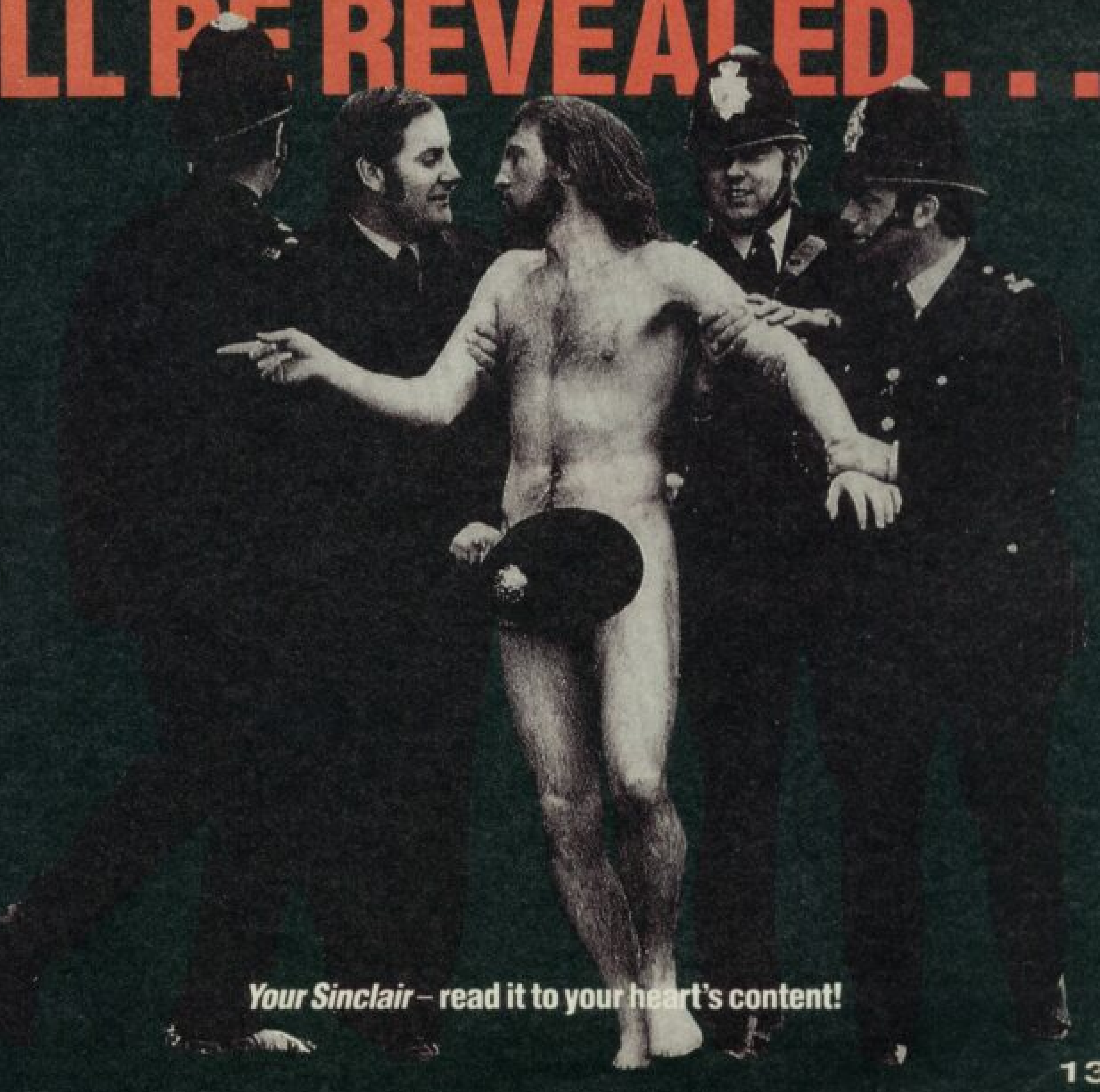
Oh, and by the way, if you're having trouble getting over the holes in the road, try joystick forward and fire together to jump them!



TAPE TROUBLES

If your demos don't load, or – heaven forbid – you have problems with your *Alien Evolution*, we don't care so don't send them to us!! No, seriously folks, if you do have problems then gather together a fair sized stamped addressed envelope and your old tape, and wack them in the post to *Alien Evolution* tape returns department, PO Box 320, London N21 2NB and all your problems will be over (eventually!). Whatever you do, don't post them here or phone us up, because there's nothing we can directly do about it, and T'zer gets VERY ratty.

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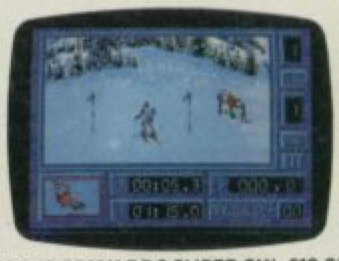
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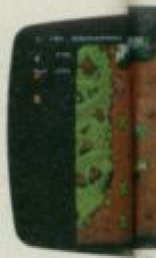
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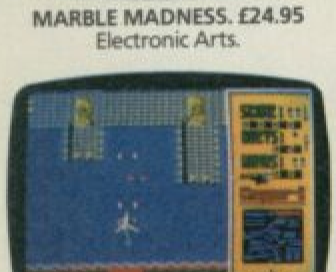
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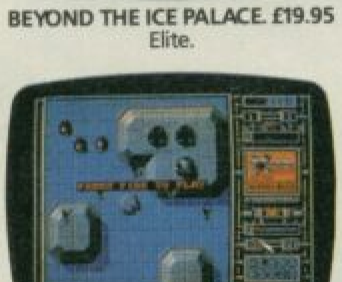
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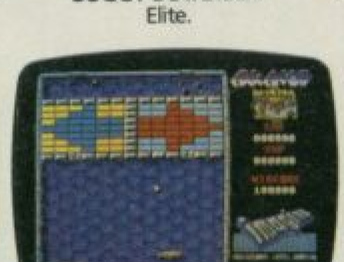
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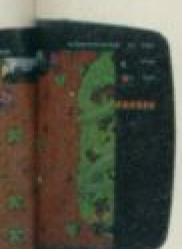
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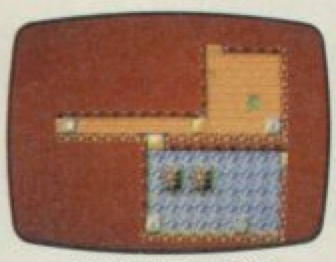
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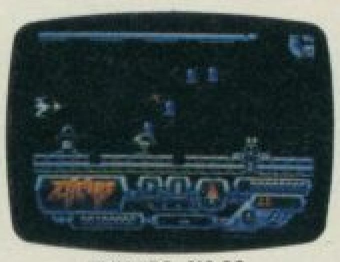
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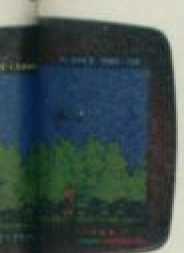
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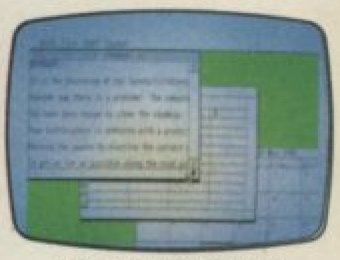
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ATARI
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HATE



With a barely concealed snigger, *Matt Bielby* takes a gander at the game that so succinctly sums up his feelings for the departed *Ciarán Brennan*, *H.A.T.E.* (har, har) (Oo-er, is this a breach of something-or-other?)

ILLUSTRATION BY NICK GRANT

Grrr... Despite the name, *H.A.T.E.* isn't a particularly vicious sort of game — by shoot 'em up standards anyway. It stands for *Hostile All-Terrain Encounter* — smart, eh? — and takes place along a sharply undulating roadway suspended in space. It's fast, smooth and extremely playable, and there's not a blood or a gut to be seen. It's the biz, and there are two special levels of it — amongst other things — currently pulling the cover off your magazine. It's also got this month's worst name for coming up with any patent *YS* puns or jokettes about. Oh well, never mind.

The plot is pretty simple, which to those in the know means we couldn't really find one. The game scrolls diagonally across the screen away from you, and you control either a plane or a tank basically blasting whatever you find in your path. These consist of either waves of hostile aliens or static domes, the latter being, apparently, nuclear power stations (gulp!) Now with even my rudimentary knowledge of things nuclear, I would assume the idea is to stay as far away from these things as possible, but 'tis not so! Instead, *H.A.T.E.* asks you to blast these muthas to pieces, (which sounds a touch ill-advised), and then drive/fly over the remains to pick up the radioactive core (!) which promptly attaches itself to your bottie and trails behind you. Yikes! Sounds a touch suicidal to moi!





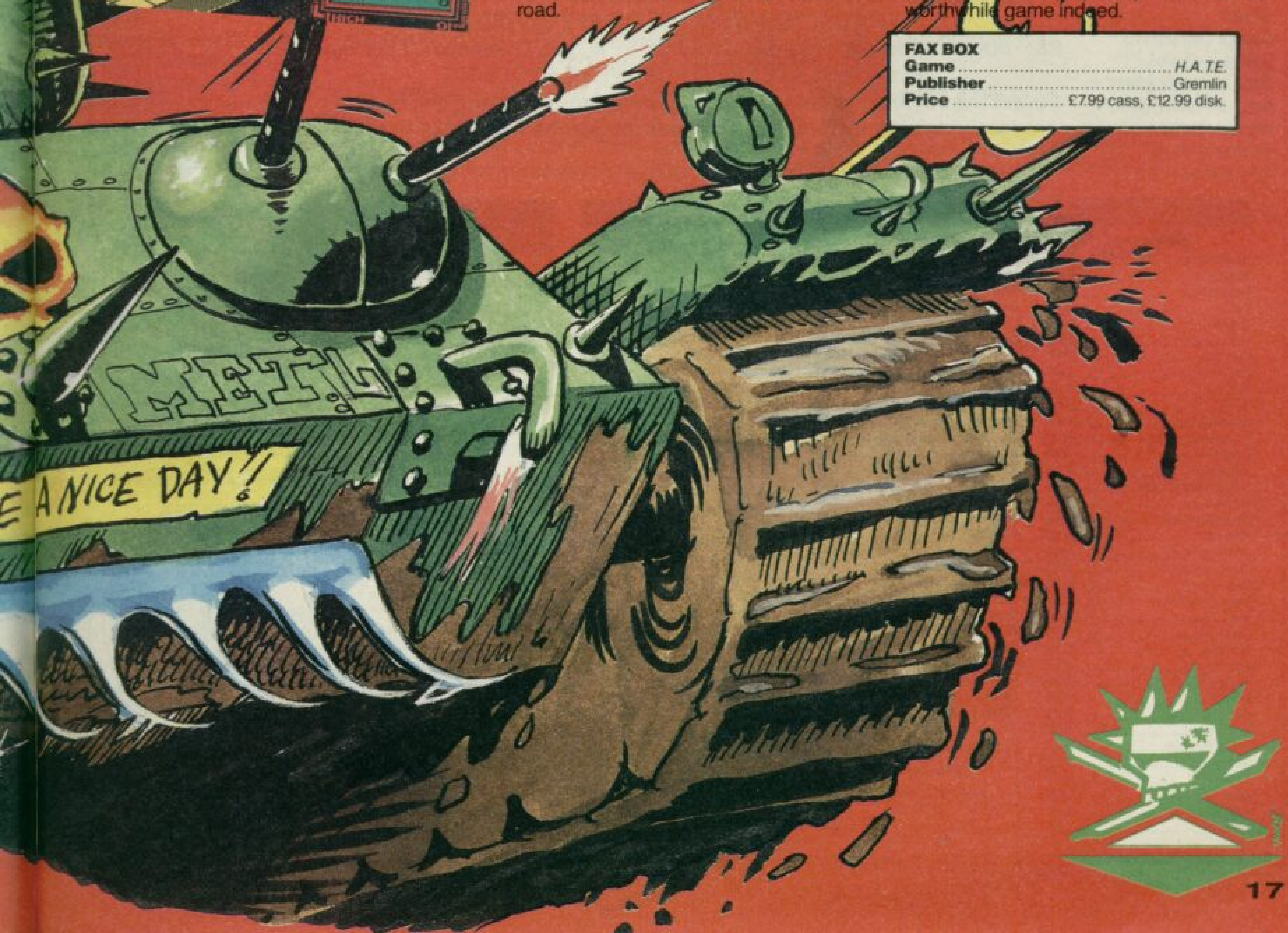
Still, this slight logic lapse allowed, *H.A.T.E.* plays pretty well. Graphics are nice and clear, and the thing scrolls smoothly. On the odd levels (one, three) you fly a plane which takes off from a runway. It then flies along the length of the road/airstrip thing. Your craft has a limited up and downward movement — needed to swoop down to recover waiting cores or to rise up and avoid low flying hostiles — and a left to right movement limited by the edges of the roadway. You have a single gun in this form, but should you be driving the tank you substitute the lack of flight ('cos as any 'fule' knows, tanks don't fly) with a second weapon. This is a grenade thingy that you can lob in an arc — needed because some of the power stations are hidden behind dips and bumps in the road.

Aliens come in various types and formations, some flying towards you in patterns from out of holes in the ground, while others act more like floating mines, blocking your path. It's all pretty hectic, but the worst obstacle comes at the end of every level — an invisible force field marked by a trench which is impossible to pass unless you have at least one trailing core. Of course, the more the better, because not only does each one add to your bonus once you complete a level, but they also act as extra lives: if you are hit while carrying one you lose the core, not your ship.

Later levels feature more hazards — level three is a steep trench with tough moving rocks blocking your path, for example. We Speccy folk get ten levels to play with, but here's a spot of sickening information: rich 16-bit owners get twice as many. Yet another reason to *H.A.T.E.* them, eh? (Had to get a bit about the title of the game in somewhere!)

Now if you've taken even the briefest butchers at our screen shots, and are the sort of cove who takes the snappiest of snap decisions, you may have decided what *H.A.T.E.* reminds you of already. *"Uridium, Uridium"*, the art department have been shouting out all day, but I can see many other touches in there, including even a hint of ST mega-hit *Xenon* in the plane/tank vehicle choice. Still, when did you last see a totally original shoot 'em up, and indeed, getting back to the 'dubious plot' note we started out on, when did you last see a shoot 'em up scenario worth the paper it's written on? Not very recently, methinks, and taken on its merits alone — smoothness and playability — *H.A.T.E.* is a worthwhile game indeed.

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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

WAZZ, BOOZE AND BUDS

I have a tip for all +2 owners about saving data and stuff. Firstly nip down to your chemist and say, "Stout yeoman, I would like to buy a bottle of polypropyl alcohol and some cotton buds". With these you can clean the tape heads. When you save, save on a totally clean cassette — don't record over something, cos it probably won't work (it never does on mine anyway).

Secondly, whatever happened to Dunc in December?

Also you said that wazz is short for wazzock, but once you gave a way a poster which you said would "wazz up your wall". Why?

Chris Delahunty
Thetford, Norfolk

You want to be careful, where I come from you can get arrested for buying polypropyl alcohol — in fact, come to think of it they're pretty heavy about cotton buds as well. What do you mean, what happened to Dunc in December? The same sort of things that happened to him in October and November, I presume, although I try not to pry. And finally, while wazz is short for wazzock, it's also short for wazzy (wazzy — groovy, cool, funky.) Okay? **Ed.**

ON THE AIR

Have you ever thought of publishing *Your Sinclair* in quality stereo FM? I'm sure it would sound much better — no crackles or hiss. This would make people change from inferior MW 'mono' mags to YS. Oh, and whoever decided to merge *Frontlines* and *Streetlife* into a mega four page section called *PSSSSSST* deserves to be heartily congratulated! Better still, give this mega person a mega pay rise, as the idea is great.

Robert Wilkins
Carmarthen, Dyfed

PS. In case you didn't quite get the message, I quite like the new section called *PSSSSSST*...

Look out for next month's YS — it's in Cinemascope with octophonic Dolby sound. **Ed.**

FRAMED

I don't think your hairstyle looks like a cauliflower at all (fawn fawn) but I do think that you're very nice indeed. So, how's about a signed photo just for the space behind my bed? I would gilt-frame it and it would be the most prized possession ever to grace the walls of my humble abode. No offence meant, but you must be getting pretty desperate to actually print a picture of David Frost of all people.

That said, your magazine is superior to all the others on the market. So superior in fact that all my copies are kept in a huge vault, guarded by my pet body-building carnivorous frog 'Zippo'. I would be most grateful if you would print this as I've never had a letter printed before (1,2,3, aaaaahhhhh). Oh, how about some POKEs on the free tape?

Ronny Meikle
Galston, Ayrshire

Say hello to Zippo for me. **Ed.**

TOILET FEVER

Sorry about this, but things are getting pretty desperate round here — I've completely run out of writing paper, and this bit of bog-roll was all I could find. Ahem.

Now to get to the point. After millions of letters (and pounds spent on stamps) I still haven't had a letter printed. Is it because you're still working at how you can double the size of *YS* so you can squeeze all my stuff in? Whatever the answer, please reply to this one, even if it's a friendly note telling me to 'bog' off — I really won't mind. At least I won't be wasting vital pieces of loo-paper each day.

Rich P.
Westbury-on-Trym, Bristol

PS Don't even think about where I'm sitting while writing this.

What cheap and nasty bog-roll you use. **Ed.**

SPOOK!

I received a letter from Castle Rathbone. Oh goody, I thought, my spanky new *YS* badge has arrived. Imagine my surprise when I opened the letter to find nothing at all.

Andrew McLean
Leighton Buzzard, Beds

Nothing? Nothing? You realise you allowed your gift to escape, don't you. We kindly send you eight cubic centimetres of treasured oxygen from the YS office and what do you do? You waft it into the atmosphere. There's gratitude for you. **Ed.**

TO THE POINT

Being a fairly newcomer to the world of Spectrums and your magazine, I'm not sure whether you answer technical hardware queries or not, but in the hope that you do, here's my question. At present I'm the proud owner of a Spectrum +3. Is it possible to load programs from an external cassette recorder? If that is so, is it possible to go a step further and transfer these cassette programs onto floppy disk?

J. F. Tarry
Stevenage, Herts

Just this once, well done, yes and yes. **Ed.**

FINISHED . . .

After three goes at *Joe Blade II* I had completed the game. To prove it, here's what the end screen looks like:

'Congratulations! You have performed very admirably in completing your clean-up of the city.'

Do I get anything?

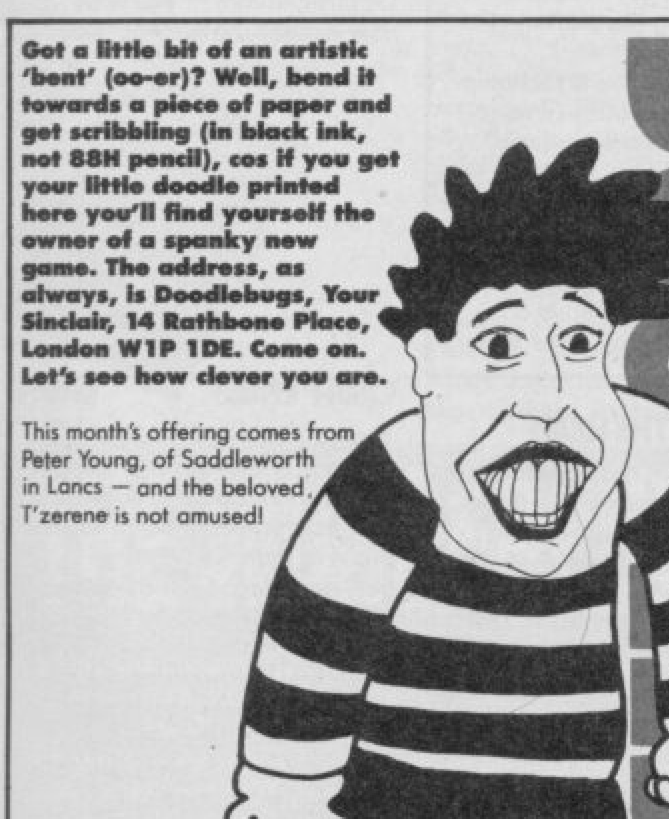
Robert Burbridge
Leicester

No. **Ed.**

DOODLEBUGS

Got a little bit of an artistic 'bent' (oo-er)? Well, bend it towards a piece of paper and get scribbling (in black ink, not 88H pencil), cos if you get your little doodle printed here you'll find yourself the owner of a spanky new game. The address, as always, is Doodlebugs, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Come on. Let's see how clever you are.

This month's offering comes from Peter Young, of Saddleworth in Lancs — and the beloved T'zerene is not amused!



Letters

WRONG END OF THE PLANET

I am writing this letter as your average Kiwi bloke. Unfortunately this poor average Kiwi bloke has a sad story to tell.

Over here it is just not possible to buy games for the Spectrum. I don't know of any shop which sells Spectrum software around here, so the only alternative is to send away overseas for games (which take three months to come back), or hire them from somewhere — but that costs heaps — and you don't get to keep them. And do you know how much it would cost to buy a game from the hire-company? I'll tell you. Eighty dollars. Eighty flippin' dollars for one game that would cost you pommies £7.95. Is this fair? *It seems quite fair. Ed).* 'Course it's not fair, that's why I'm writing to you.

There's a suggestion I would like to make concerning your supermega splendiferous mag: how about having special competitions for overseas readers, because by the time the mag gets over here the closing dates have been and gone?

Richard Scaglione
Hawkes Bay, New Zealand

How about getting a subscription, then? Oh, and you should be glad about the price of software out there, cos it means your Star Letter prize is worth 240 dollars!! **Ed.**



TRAINSPOTTER AWARD

MILES FROM THE TRUTH

Was Miles drunk when he said about the Suncom Tac 2 Joystick that it was not as good as the 'Suncom Tac 2' (!!!) I think you know what I mean (p43, ish 35). Or was it your drunk typist? Shoot 'em both eh?

David Wilson
A.A. Representative

That's a bit severe, isn't it. I thought a good enough punishment would be to sellotape them to Rolf Harris for a day. **Ed.**

THEY'RE WORTH IT

In the December issue of *Your Sinclair*, on the subscriptions page, it says that the cover mounted games are worth £1,000,000,000. I think that you may have made a small error, as everyone knows that the games are actually worth at least £5,000,000,000! However, I'll forgive you for this small mistake, on condition that you send me a coveted Transpotter Award.

Robert Wilkins
Carmarthen, Dyffed

You're right. The £1000,000,000 in question should have been referring to the value of a Trainspotter — and as I noticed a distinct absence of cash in your envelope, you can't have one. **Ed.**

QUITE A LIST

You've really messed up this time, haven't you. Just look at this catalogue of mistakes, all taken from *YS* December '88.

1) P6. You spelt Schwarzenegger without the 'C'. I'm sure Arnold won't like that.

2)P20. In your rather scathing reply to Oscar Macia's letter, you say your Portuguese is ill. Maybe it is, but Argentinians speak Spanish(!)

3) P22. You say you have run a list of POKEs for 'every single game ever released'. How about *Skate Crazy*? *BMX Simulator*? I could continue the list but I won't.

4) P77. Mike Gerard reviews *The Beast*. He concludes that it is 'a thoroughly good adventure', but it got only 6. On page 80 he reviews *One Dark Night*, says there are better and cheaper games around and gives the impression of not being wildly enthusiastic. It got 8. Perhaps a case of putting the marks in the wrong places?

5) P85 You mention a section of *Robocop* is rather like *Green Bert*. Do you possibly mean *Green Beret*?

P.W. Foster
London SW14

Haven't you been a busy little bee. Okay, you can have a Trainspotter. Happy now? **Ed.**

TRANSFORMATION

In response to G. Derham's letter (ish 35) about his Speccy 'turning into a C64', I thought I would write in and tell you about the day my Speccy turned into . . . a swimming pool!

I was loading my copy of *Humpty Dumpty Meets The Fuzzy Wuzzies*, and half way thorough I wondered what would happen if I pressed every key except 'F', 'I' and SPACE and then did an inverted quadruple somersault with full twisting pique, landing with my hands on SYMBOL SHIFT and '3'. Well, the top flipped up and slowly an olympic sized (50m) pool came out complete with swimmers and an inflatable monster to play on. A message then appeared on the screen (now seven feet below the surface of the water), reading '. . . and you thought G. Derham's was impressive!'

I pressed a key and the pool slid back into the computer and the game continued loading. Weird, eh??

G. Currie
Failsworth, Manchester

Yes, I have to admit it, that's the weirdest one yet. Still, who knows what other Speccy owners have come across. **Ed.**

SLIPPY IN THE HEAD

Hello Teacake, this is Jester Red Leader, I'm steering one-three-zero and am making angels eight. My props have just fallen off and I'm going to pancake. I would like to take this opportunity, before I crash and die, to say that there's nothing like a good flight sim along the lines of *Gunship* or *Project Stealth Fighter*. You can stuff all your mindless shoot'em-ups up Rambo's rear passage.

Flight Lieutenant Fanny Oldblighty DFC RIP
Somewhere over Dover and nearing the ground fast.

PS I'm really Chris the absurd from Bristol.

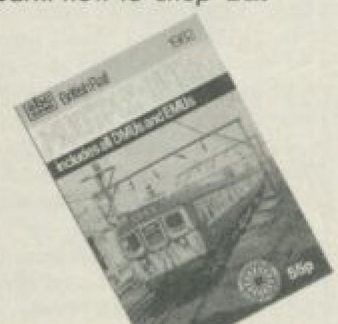
Yes yes, of course you are. Um, nurse, get over here quickly. **Ed.**

SHURELY SHOME MISHTAKE

Could you please send me details on how to buy *Saboteur* (on page 94 of the October 1988 edition). It said it was £1.99, so have you got any in stock? — I will buy a copy if I get a reply.

Michael Gallagher
Co Sligo, Ireland

There are several ways of buying a copy of Saboteur, but I, for one, would suggest the 'shop' method. This entails entering a computer shop (not a butcher's) and asking at the counter for the game. Should a copy be in stock, you will be asked to hand over some money which will be deposited in the 'till': you will then be handed a receipt, any 'change' due and finally a copy of Saboteur itself. Congratulations — you have now learnt how to 'shop' **Ed.**



CHUFF CHUFF CHUFF

Yaaaarrrggghhh, I've been framed. While looking through my top shelf books I suddenly noticed this extremely offensive piece of material nestling between *Playboy* and *Mayfair*. In an attempt to escape prosecution under the 1924 act of outlaw trainspotting I hereby donate this book to whoever gave me a *YS* sticker at the PC show. It may also give you information on the most prosperous stations for trainspotting. I hope whoever planted this book on me will soon be brought to justice.

Vasco Wackrill
Sunbury, Midds

It's quite hard to find out exactly who is the new owner of your lovely book, seeing as everyone here is denying that they ever gave out stickers at the PC show. I might just have to send it back to you. **Ed.**

KINDLY LEAVE THE STAGE

Well we got a brace of terminally awful jokes this month, but the crappest of the crap has to be the one from **Rob Wilkins** of Dyffed, and it's as follows:

Q: What's pink, and hard in the morning?
A: The Financial Times crossword.
Groan.

Send your crap jokes to Kindly Leave The Stage, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and here's the regular crap joke from us:

Q: How do you turn a duck into a soul singer?
A: Put it in a microwave and wait until its Bill Withers.

Letters

WHAT DARLINGS

Guess the Company:

RICHARD: Yes! Our new game, the follow up to the fabulous absolutely brilliant 17 billion best seller is new and improved!!
DAVID: And it's absolutely fantastic! Even my son who isn't born yet thinks so!!!
FOETUS TO BE: Dad's right! Rush out and buy it!!
RICHARD: It's an absolute must! Fantastically amazing, brilliantly, superbly great — with graphics that are out of this world!!!
DAVID: Brillo, fabbo, super, great . . . oh dear Richard, I've run out of superlatives!!
RICHARD: Don't worry, I've got an endless supply! Magnifico! Extra! Wicked! Far out! Amazing!!
DAVID: All yours for only 24p — and you get a free poster, badge, sticker and an apartment in Monaco!!!
RICHARD AND DAVID'S AUNTY JOSEPHINE: My nephews were whizz-kids at school!!!
DAVID: Richard, what's that amazingly brilliantly complex 74 channel acid-house music in the background??
RICHARD: It's the title tune!!!
DAVID: It's taken 162 years research, but now it's finally here...
ALL: *Space Invaders!!!*

John Hunt
Irvine, Ayrshire

Surely you mean the Space Invaders Simulator. *And what about the digitised 'Speech'.* **Ed.**

SMALL PRINT

I didn't do this on a Spectrum. I did it on a master
Alan Hardacre
Bridlington, E. Yorks
Crikey. What kind of school do you go to? **Ed.**

Rub in peach melba twice a day. If symptoms persist consult your doctor immediately if not sooner.
Chris The Absurd
Bristol
Oo-er. Ed.

Did you know that the brain is 80% water?
Rich P.
Westbury-on Trym, Bristol
Unless you happen to be Duncan, in which case its 100% vacuum. **Ed.**

What the hell have you got against Portuguese names?
Agostinho Manuel Silva Santos
Labruge, Portugal
To be quite honest I thought I was getting used to them — until I saw yours. **Ed.**

What are the odds of getting a letter printed?
Russell Hart
Bolton, Lancs
About the same as getting a bit of one printed. **Ed.**

You can write a load of old rubbish to receive a Star Letter — give or take a few tea leaves.
The Phantom Pen Writer
Folkestone, Kent
Or you can write a small amount of rubbish to get in Small Print. **Ed.**

Please please please don't do to this letter as you did to my other one, ie only printing the PS (in bloomin' Small Print).
Robert Church
Craigawon, N. Ireland
No PS's to be seen. Happy? **Ed.**

I know something that you don't know.
Thomas Vanner
Co. Antrim, N. Ireland
So what. I know eight things you don't know. **Ed.**

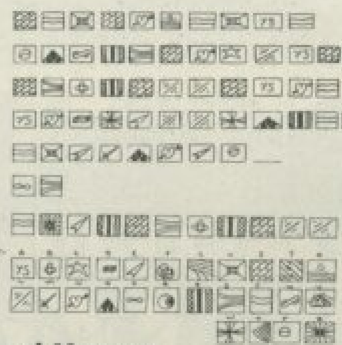
Notice I asked for no games and slurped at no-one.
Robert Hutchinson
Goole, N. Humberside
Notice you get no games. **Ed.**

DESPERATE

Please please please, you have got to print this. I have been trying to get *The Biz* (from Virgin) for nearly one and a half years. I haven't been lucky enough to get into Input Output, and in my desperation even paid to have an ad printed in your two crap 'rivals', S******* U*** and C**** (I'm sorry, but in case you haven't got the message, I'm desperate). Since I have read your mag (and haven't missed an issue) since issue 8 of *Your Spectrum*, you have got to print this — if you have any decency (which I know you have, you lovely creature you). I will swop anything for this game — I will even pay the postage.
Alan Saunders
Mauchline, Ayreshire

Alright, alright, stop grovelling, I can't bear it anymore. **Ed.**

SIGN LANGUAGE



Paul Morren
Fintry, Dundee



Not many people know that! **Ed.**

OH, YOU POOR DEAR



Your problems solved, by Madam Pico

Dear Madam Pico
I recently bought a second hand Flymo, but was silly enough not to ask for the instruction booklet. Basic electrical and mechanical maintenance isn't a problem, but I'm tearing my hair out over the number of 'spacers' I need to fit when cutting damp or wet grass. With one spacer attached the blades don't seem to touch the grass at all, and I find the lawn is the same length after a 'mow' as it was before. However, with two spacers attached I find that the blades have a habit of 'grounding' and churning up the garden. I'm at my wits end — what can I do?
Concerned, Hull

Yes, you do seem to be 'between the Devil and the dark blue sea', don't you. My advice would be to only mow the lawn in favourable (i.e. dry) conditions. One spacer should be sufficient in this case, but I find two spacers do give that 'professional' finish we all hanker after. Maybe the only way to solve the problem completely would be to hire a professional gardener with his own lawnmower.

Got a problem? Personal or mechanical? Don't let it get you down, let Madam Pico sort it out for you. Write to Oh You Poor Dear, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Not only will your problem be solved, but you'll get a shiny badge for being so brave.

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers of a cosmopolitan (and hatstand) nature to write to us from their part of the world. We've got a couple from Europe this time — one from Belgium and one from 'the land of the clog'.

WEIRD ALIENS

Finally I write a letter. Aren't you proud to own a letter of me? I was thinking what I should writing but I can't manage it. So I just say when I get the YS from my brother it is already half eating up, but anyway I still read it and read and read and read and read it and I must say — it is fantastic!!

I like the joke and funny explaining of the games. Maybe I will even use it as wallpaper. Need new one soon. So I can read it in bed and so on. Maybe I make a special place and when you visit I can show you the special best fantastic YS room. Maybe a little place for a trainspotter award. Oechtsch!!! ¡¡¡HHH!!! An alien is in my room. He/it/she or whatever is eating all my YS. Help me! My room is full of the weirdest aliens. Maybe a trainspotter award will kill them. Just need one so I can try. I close now because it's hard with all those aliens on my back. Please send some help on the TPA — from a Belgian girl who's terrorised by aliens (or is it my brother)? Bye bye.
Marleen Maes
Mecheler, Belgium

Oechtsch!!! ¡¡¡HHH!!! indeed. I don't think you've quite got the hang of what trainspotters are for, but we wouldn't want you to be devoured by Aliens, would we, so you can have one. **Ed.**

DOUBLE DUTCH

Hello you funky human!
I am so happy about the new Sinclair. It is great. But here are a few questions.
1) Does Odin still exist?
2) How many Sinclair computers are there?
Many kisses to the Vixen girl, she has lovely hair, I love her.
Byeeeeee!
A. Adema
Haarlem, Holland
PS How many bades do I deserve?

1) Yes, and his son Thor works for us.
2) Hundreds of thousands at the very least
PS You deserve loads of bades, but I'm only going to send you one. **Ed.**

HINTS 'N' TIPS
YS TIPSHOP



Yes, it's *Phil South* Time, so come on down with all your hints and tips 'cos here is your host... it's Snouty!

Thank you. Thank you so much. You're too kind. Whoo! Good evening, and in a packed program tonight, we have hints and tips from all over the world. Yes, Tipshop spans the globe like a colossus, or at least like a Tipshop. You know, it's great to be here, and I mean that most sincerely. I've got so much to give... no job's too big, no fee's too small. But now it's on with the show. My lovely assistant Gloria Parsnips, (giggle) thank you Gloria, will pass among you with a hat, ladies and gentlemen, collecting from you any stray hints and tips you have. Gloria (titter) will then return them to me here on the stage, and I shall read them out, and using my powers of ESP and mindreading, I will attempt to guess what the flip you're talking about. First contestant please... (parp, tootle, fanfare)!

Game Over 2

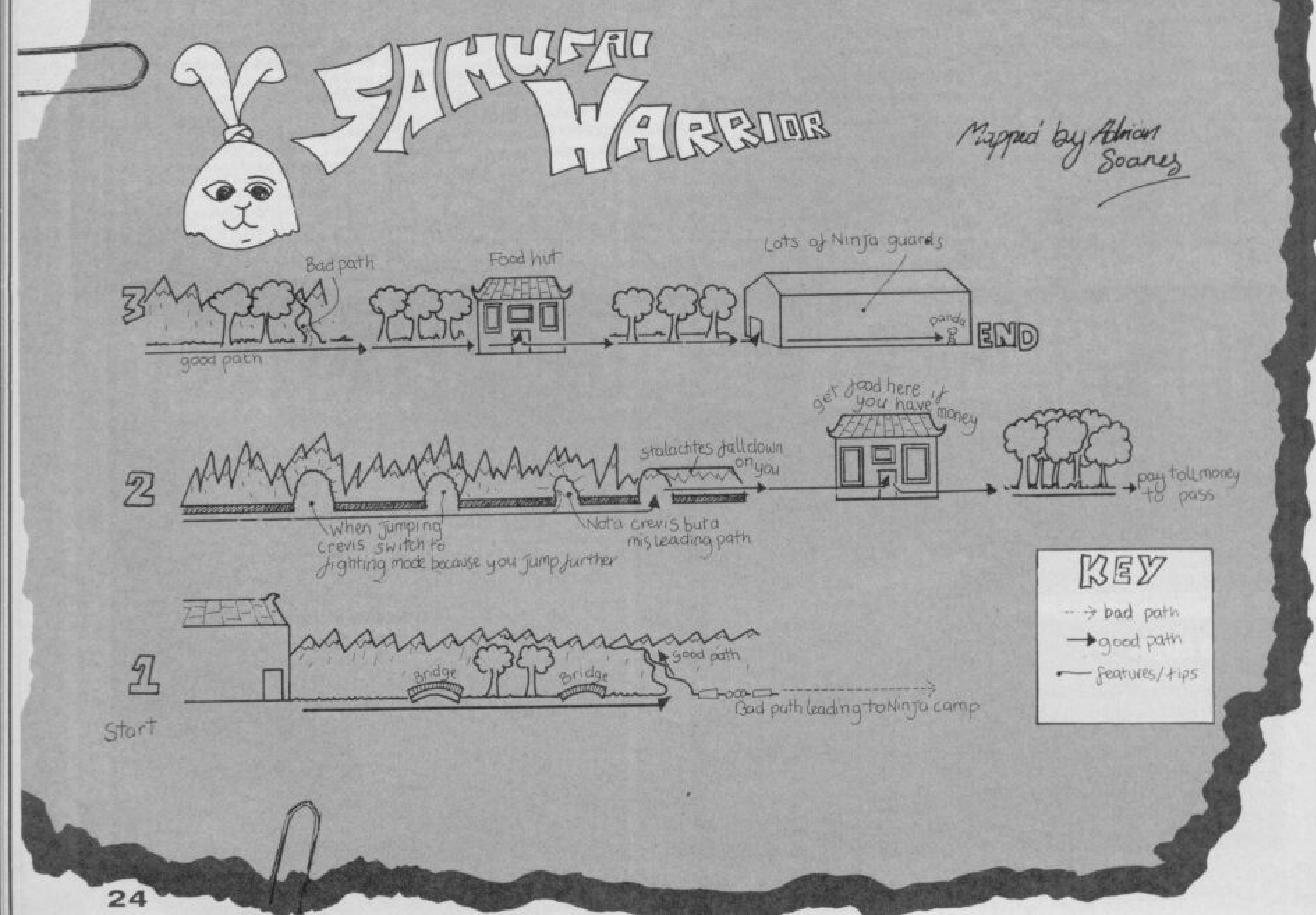
Ooo-er! It's the perviest game since *Game Oo-er I*. At least the game poster is a bit pervy. (Slobber drool.) Anyroadup, what's the biz, **Nicky Sanchez**, and **David Williamson**? **"Weellll we happen to know the access code for *Game Over II!* It's 18757. Now you can play level two without going through level one, mind you it's so peasy you've probably got it anyway..."** Well sure I... I mean of course I... naturally I... OKAY! I ADMIT IT! I haven't played it to the end of level one yet! Okay? Humpf!

1943

CHEAT MODE ALERT! **MJ Rogerson** has a cheat for this wacky coin-op conversion... a cheat! Well, anyone would think we do this sort of thing all the time. Well, okay so we do, but don't spread it around. Lets play, MJ!

"When you want a one player game and you want to cheat. On the menu screen choose a two player game. All of the planes should go for player two instead of you. This might only work on Sinclair joystick."

Hmm. I like this. It's a ripper, and no mistake. Cheers MJ, and any more sneaky cheats you happen across, just fling 'em across.



PRACTICAL POKES

***Forget the hokey cokey, it's time to POKEy POKEy with* David McCandless.**

It's my anniversary! And you forgot! (Sob, sob). A year ago today I first put my fingers to the keyboard and stepped into the voluminous shoes of *ZZKJ*. A tough act to follow, some said, especially as I had small feet, but I tried, my feet grew — and dare I say — I succeeded?

Anyway, even though you forgot, I'm still going to celebrate the auspiciousness of this occasion by compiling a meaty collection of the best hacks around for you to guzzle. There's loads here — so get reading!

Foxx Fightsback

Is **Graham Mason** mortal? I'm beginning to wonder. He churns out POKEs like er, well like sausage meat (in the best possible taste of course). He's a master-hacker if I ever knew one. Allow me to introduce you to his most recent offering:

```
  10 REM FOXX FIGHTS BACK hack
  20 REM by Graham "Turbo" Maso
n
  30 CLEAR 30000
  40 FOR i=23296 TO 1e9
  50 READ a: IF a<999 THEN  POK
E i,a: NEXT i
  60 LOAD ""CODE
  70 RANDOMIZE USR 23296
  80 DATA 62,201,50,17,254,205
  90 DATA 0,254,33,17,91,34,156
 100 DATA 254,195,128,254,175
 110 DATA 50,199,187,195,0
 120 DATA 254,0,999
```

Power Pyramids

Dean Ashton, Scarborough's answer to the omnipotence of **Jon North**, is not one to be left out of the hexadecimal fray. Dean indiscriminately slips in this microscopic hack for *Power Pyramids*.

```
  10 REM POWER PYRAMIDS hack by
 Dean Ashton
  20 LOAD ""CODE 16384
  30 LOAD ""CODE
  40 POKE 51175,183: REM INFINI
TE LIVES
  50 POKE 37379,183: POKE 49209
,183: REM INFINITE ENERGY
  60 RANDOMIZE USR 50800
```

Artic Fox

Next up is **Khalid Jamil** who's swiftly creating a reputation for himself in world hacking circles, and POKEs like this can only increase his fame.

```
  10 REM ARTIC FOX hack by KJS
  20 CLEAR 24064
  30 FOR f=65024 TO 65056: READ
 a: POKE f,a: NEXT f
  40 RANDOMIZE USR 65024
  50 DATA 62,157,55,221,33,0
  60 DATA 64,17,0,28,205,86
  70 DATA 5,62,153,55,221,33,0
  80 DATA 94,17,176,160,205
  90 DATA 86,5,175,50,197,227
 100 DATA 195,0,214
```

Draconus

Ste and Mel, the Tefal Men, narrow their hacking skills down to a balanced diet of kettles and, naturally, day to day management of their receding hairlines. And it works.

```
  10 REM DRACONUS hack by THE T
EFAL MEN
  20 CLEAR 25599
  30 LOAD ""CODE : POKE 65427,2
01
  40 RANDOMIZE USR 65408
  50 POKE 65427,33
  60 FOR f=16400 TO 16409
  70 READ a: POKE f,a: NEXT f
  80 DATA 175,50,215,250
  90 DATA 50,146,245,195,0,102
 100 RANDOMIZE USR 65427
```

Cybernoid II

For those of you reading this who are too lazy to use the effortless (and explicit) cheat mode in this corker, then I suggest a large dose of **Graham Mason**'s hackette to provide infinite cybers.

```
  10 REM Cybernoid 2 HACK by Gr
aham Mason
  20 LET speed=2: REM 2 is norm
al speed change to 0-3
  30 FOR i=23296 TO 65535: READ
 a
  40 IF a<999 THEN  POKE i,a: N
EXT i
  50 RANDOMIZE USR 23296
  60 DATA 243,49,0,0,92,221,33
  70 DATA 0,64,17,0,27,205,46,9
1
  80 DATA 48,244,221,33,0,99,17
  90 DATA 255,156,205,46,91,62
 100 DATA speed,50,83,99,175
 110 DATA 50,16,105,33,117,111
 120 DATA 119,35,119,35,119
 130 DATA 195,0,99,62,255,55
 140 DATA 205,86,5,201,0,999
 150 REM Hello Norfy
```

Soldier of Fortune

I love this game, '88's answer to *Ghosts 'n' Goblins* — it's brilliant, addictive, playable... difficult. So **Dean Ashton** has obliged, bringing you his excellent POKE with the aid of **Jon North**'s (who else?) Firebird loader cracker thingy.

```
 112 POKE 32886,182: REM Lives
 113 POKE 32891,177: POKE 32894
,195: REM no tablets needed
 350 REM Soldier of Fortune
 360 REM HACK by Dean Ashton
 370 REM pah! Who is Graham Mas
on anyway?
 380 DATA 93,0,187,121,101,62
 390 DATA 182,50,99,0,62,24,50
 400 DATA 25,0,50,255,0,195,247
 410 DATA 102,719077
```

HACK OF THE MONTH

Joe Blade II

Graham Mason's fourth contribution this month earns him the covetted Hack Of The Month award.

```
  10 REM JOE BLADE 2 by Graham
Mason
  20 FOR i=23296 TO 1e9: READ a
  30 IF a<999 THEN  POKE i,a: N
EXT i
  40 RANDOMIZE USR 23296
  50 DATA 243,221,33,203,92
  60 DATA 17,51,5,62,255,55,205
  70 DATA 86,5,48,241,33,36,91
  80 DATA 17,203,95,1,29,0,237
  90 DATA 176,33,174,253,34,141
 100 DATA 93,195,14,93,62,195
 110 DATA 33,130,220,50,19,225
 120 DATA 50,251,226,50,235,230
 130 DATA 50,159,222,34,20,225
 140 DATA 34,252,226,34,236,230
 150 DATA 195,64,80,999
```

Star Pilot

I haven't actually heard of this game but **Khalid Jamil**'s hack was too much of a temptation. What could I do? Put it in the column? You bet.

```
  10 REM Star-Pilot HACK by KJS
  20 CLEAR 23999: LOAD ""CODE
  30 FOR f=60500 TO 60540: READ
 a: POKE f,a: NEXT f
  40 RANDOMIZE USR 60500
  50 DATA 62,255,55,221,33,0,64
  60 DATA 17,0,27,205,86,5,62
  70 DATA 255,55,221,33,192,93
  80 DATA 17,160,140,205,86,5
  90 DATA 175,50,98,172,32,105
 100 DATA 173,62,7,50,141,92
 110 DATA 195,153,156
```

Advanced Pinball Sim

Roy Goodall has been a consistent contributor over the months. Not surprising really considering that he always seems to come up with the most original hacks. Here's another to add to the collection.

```
  10 CLEAR 24319
  20 FOR f=24440 TO 24466
  30 READ a: POKE f,a: NEXT f
  40 DATA 175,50,165,137,195
  50 DATA 124,134,205,86,5
  55 DATA 205,86,5
  60 DATA 17,0,1,221,33,0,96
  70 DATA 62,255,55,205,86,5
  80 RANDOMIZE USR 24447
  90 POKE 24668,120: POKE 24669
,195
 100 RANDOMIZE USR 24576
```

Where Time Stood Still

Oh dear. **Dean Ashton** made a boo-boo with his previously published POKE for this game, and had the audacity to say it was my mistake. The fact that it probably was my fault is beside the point. I never make mistakes. Often.

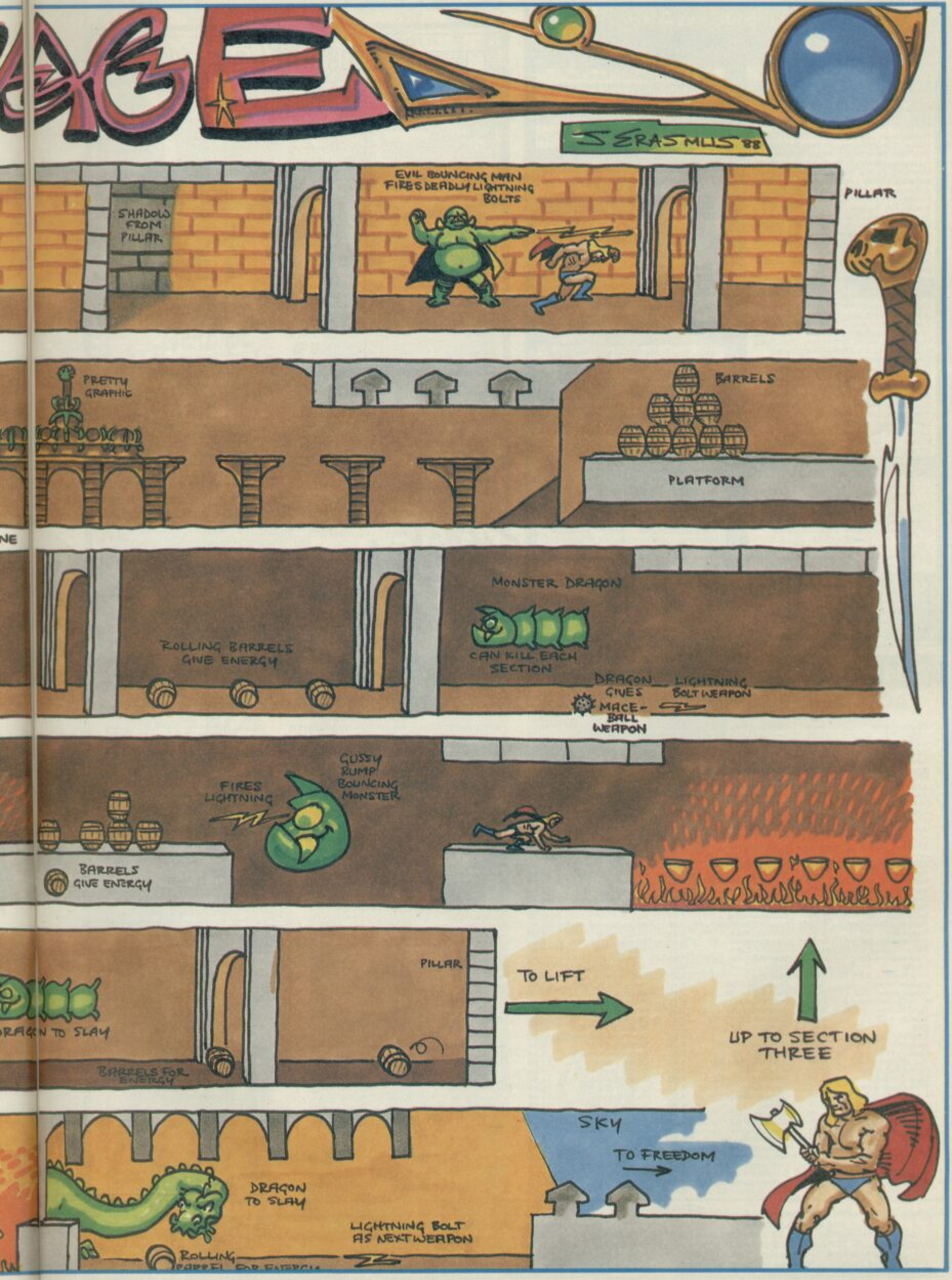
```
 176 POKE 29180,35
 600 DATA 50,179,158,12,146
 610 DATA 178,10,80,0,205,190
 620 DATA 225,190,39,190,128
 630 DATA 191,180,190,205
 640 DATA 221,188,62,201
 650 DATA 50,55,190,205,0,0
 660 DATA 62,19,1,253,127
 670 DATA 237,121,175,50,161
 680 DATA 214,195,0,91,999
```

Last Ninja 2

Another reprint here, this time for this classic ninja "land of the rising sun" game. **Graham Mason** kindly submitted this for the actual game and not the demo version!

```
  10 REM LAST NINJA 2 by Graham
 Mason
  20 CLEAR 39999
  30 FOR i=23296 TO 1e9: READ a
  40 IF a<999 THEN  POKE i,a: N
EXT i
  50 RANDOMIZE USR 23296
  60 DATA 243,221,33,203,92,17
  70 DATA 42,11,62,255,55,205
  80 DATA 86,5,48,241,175,50
  90 DATA 35,93,205,22,93,6,110
 100 DATA 33,0,247,17,255,8
 110 DATA 53,27,35,122,179
 120 DATA 32,249,16,241,62,201
 130 DATA 50,123,251,62,124,50
 140 DATA 113,251,62,251,50,122
 150 DATA 251,205,109,251,33,83
 160 DATA 91,17,203,251,237,83
 170 DATA 22,254,1,8,0,237
 180 DATA 176,175,50,43,252,50
 190 DATA 214,254,195,205,254
 200 DATA 62,198,50,226,142,195
 210 DATA 64,254,999
```


LEVEL ONE
OUT-SIDE NO ENTRY
"OTHER WAY" MESSAGE
RUNNING MAN RUNS
OR CAN RETURN BACK
SHIELDS + SWORD
BATTLEMOUNTS
JUMP
JUMP
JUMP
PLATFORM
FALL TO DEATH
SHARKS FIN FOR LOTS OF POINTS
FALL DOWN FROM LEVEL ONE
NO ENTRY
FALL DOWN TO SECTION TWO
TO NEXT SECTION
MESSAGE SAYING "OTHER WAY"
PLATFORM READY FOR FLAMES
FLAMES BURN PLATFORMS THAT SINK
FALLING PLATFORMS
PILLAR
START OF SECTION THREE
BRICK WAY
FLAME SECTION
JUMP FALLING PLATFORM
NO ENTRY MESSAGE
FALLING PLATFORM



J ERASMUS '88
EVIL BOUNCING MAN FIRES DEADLY LIGHTNING BOLTS
SHADOW FROM PILLAR
PILLAR
PRETTY GRAPHIC
BARRELS
PLATFORM
MONSTER DRAGON
ROLLING BARRELS GIVE ENERGY
CAN KILL EACH SECTION
DRAGON GIVES
MACE-BALL WEAPON
LIGHTNING BOLT WEAPON
GUSSY RUMP BOUNCING MONSTER
FIRES LIGHTNING
BARRELS GIVE ENERGY
PILLAR
TO LIFT
UP TO SECTION THREE
DRAGON TO SLAY
BARRELS FOR ENERGY
SKY
TO FREEDOM
DRAGON TO SLAY
LIGHTNING BOLT AS NEXT WEAPON
ROLLING

PRACTICAL POKES

PART TWO....

Pro Skateboard Sim

Ian Crome, the man they make car bumpers from, is back with his compact, shiny and guaranteed-to-work hack for another of those Code Master simulator thingies.

```
 10  CLEAR 64999
 20  FOR n=65000 TO 65025: READ
a: POKE n,a: NEXT n
 30  RANDOMIZE USR 65000
 40  DATA 205,86,5,205,86,5
 50  DATA 55,62,255,221,33,0
 60  DATA 64,17,0,183,205,86,5
 70  DATA 175,50,233,133,195
 80  DATA 219,128
```

Samurai Warrior

I haven't heard of this game either but I can guess what it's about. And if you use the **Tefal Men**'s POKE, you'll be guessing all the way to the end of the game.

```
  10  REM SAMURAI WARRIOR by el
tefalo Meno
  20  FOR f=40192 TO 40448: POKE
 f,158: NEXT f
  30  LET t=0
  40  FOR f=40599 TO 40654: READ
 a
  50 POKE f,a: LET t=t+a: NEXT f
  60  IF t<>8120 THEN  PRINT "er
ror in DATA": STOP
  70  DATA 62,157,237,71,237,94
  80  DATA 201,229,213,197,245
  90  DATA 175,50,18,93,58,189
 100  DATA 93,254,195,32,18,33
 110  DATA 197,158,17,189,93,1
 120  DATA 15,0,237,176,62,63
 130  DATA 237,71,237,86,243,241
 140  DATA 193,209,225,255,201
 150  DATA 175,50,245,128,50,234
 160  DATA 147,195,212,127
 170  RANDOMIZE USR 40599
 180  LOAD ""
```

Hopper Chopper

Yet one more game I never knew existed! Well there you are (cor blimey and expressions to that effect). **Ian Crome**'s done it and now he's going to wipe it up.

```
 10  REM HOPPER CHOPPER hack by
IAN CROME
 20  LOAD ""CODE 28672
 30  POKE 28961,0
 40  RANDOMIZE USR 28672
```

Vindicator

Another Speedlock game has had its loader severed by the notched axe of **Jon** "the barbarian" **North**'s multi-hacking system. And it's not that big considering it hacks all three parts.

```
  10 REM Jon North/Graham Mason
  20 REM Speedlock 5 Multipoke
  30 REM Hello Simon Berry !!
  40 LET t=0: FOR f=3e4 TO 30249
  50 READ a: POKE f,a
  60 LET t=t+(f-29990)*a: NEXT f
  70 IF t<>2960314 THEN  STOP
  80 FOR f=30252 TO 1e9: READ a
  90 IF a>255 THEN  GO TO 120
 100 POKE f,a
 110 LET t=t+(f-30242)*a: NEXT f
 120 IF t<>a THEN  STOP
 130 RANDOMIZE USR 3e4
1000 DATA 221,42,44,118,237
1010 DATA 91,46,118,62,255
1020 DATA 55,205,86,5,48
1030 DATA 240,42,48,118,58
1040 DATA 50,118,243,245,34
1050 DATA 100,89,126,254,195
1060 DATA 32,7,35,35,35
1070 DATA 34,100,89,126,254
1080 DATA 17,32,17,1,6
1090 DATA 0,9,126,237,66
1100 DATA 254,53,32,6,62
1110 DATA 249,14,11,24,88
1120 DATA 254,49,32,17,1
1130 DATA 15,0,9,94,54
1140 DATA 239,35,86,54,117
1150 DATA 237,83,200,89,24
1160 DATA 23,1,17,0,9
1170 DATA 126,254,205,32,4
1180 DATA 14,26,24,229,254
1190 DATA 237,32,13,62,246
1200 DATA 14,25,24,44,42
1210 DATA 100,89,241,237,79
1220 DATA 233,254,121,32,4
1230 DATA 14,3,24,204,254
1240 DATA 209,32,6,62,244
1250 DATA 14,27,24,19,254
1260 DATA 22,32,74,14,6
1270 DATA 22,245,9,14,28
1280 DATA 126,254,47,32,2
1290 DATA 21,12,122,42,100
1300 DATA 89,17,200,88,6
1310 DATA 0,237,83,100,89
1320 DATA 237,176,35,35,35
1330 DATA 34,200,89,33,228
1340 DATA 117,119,43,14,12
1350 DATA 237,176,24,181,32
1360 DATA 0,195,239,117,53
1370 DATA 95,49,16,13,11
1380 DATA 23,237,95,7,214
1390 DATA 6,15,245,42,200
1400 DATA 89,34,100,89,195
1410 DATA 75,117,42,51,118
1420 DATA 229,1,183,0,237
1430 DATA 66,17,80,91,115
1440 DATA 35,114,42,53,118
1450 DATA 34,39,118,42,55
1460 DATA 118,34,42,118,33
1470 DATA 35,118,1,100,0
1480 DATA 237,176,201,33,102
1490 DATA 91,34,0,0,195
1500  REM VINDICATOR pokes ALL P
ARTS
1510  DATA 232,234,1,20,72,235
1520  DATA 99,205,254,81,254,64
1530  DATA 254,33,125,91,17,1,25
5
1540  DATA 1,55,0,237,83,1,128
1550  DATA 237,176,62,195,50,0
1560  DATA 128,195,201,126,243
1570  DATA 62,136,205,3,128
1580  DATA 245,58,211,126,254,2
1590  DATA 32,9,175,50,168,130
1600  DATA 50,16,133,241,201
1610  DATA 254,4,32,12,175,50
1620  DATA 91,133,50,155,133
1630  DATA 50,231,150,241,201
1640  DATA 254,6,32,7,175,50
1650  DATA 239,136,50,60,134
1660  DATA 241,201,3540029
```

MULTIFACE CORNER

Multifaces are the spice of life, a beauty spot on the alabaster face of hacking, a jewel in the Spectrum's crown, bane of all protection systems and games. *(Get on with it! Ed)* And if you own one then why not use a few of these petit POKEs as opposed to those unromantic (groan) listings. You can thank **Gad Shaw, Gareth Teague, A. Watson** and everyone else for these.

GAME	POKE	EFFECT
ARCTIC FOX	58309,0	Missiles & mines
CYBERNOID II	25427,s	S = speed (0-3)
	26896,0	Immunity
DRACONUS	64215,0	Lives
	62866,0	Flames
EMPIRE STRIKES BACK	43624,0	Shields
FOXX FIGHTS BACK	48071,0	Lives
JOE BLADE II	58108,20:58109,225	Complete subgames
	59116,20:59117,225	Lot of time
LAST NINJA II	36578,198	Lives
ORBIX THE TERRORBALL	32188,0	Lives
NORTHSTAR	48371,52	Lives
PINBALL SIM	35237,0	Balls (no it's true)
PRO SKATEBOARD SIM	34281,0	Lives
SAMURAI WARRIOR	33013,0:37866,0	Lives
SOLDIER OF FORTUNE	46691,0	Lives
	45337,24:50175,24	No need tablets
STAR PILOT	44130,0:44393,0	Lives
TYPHOON	39143,0:39303,0	Lives
VINDICATOR **pt1**	33448,0:34064,0	Lives
pt 2	34139,0:34203,0	Lives
	38631,0	Rockets
pt 3	35055,0	Time
	34364,0	Lives
VIRUS	44945,0	Lives

Scrolling Credits

This is the part when I honour those hackers who either sent their hacks in too late or sent in hacks already published in these pages: **Mark Dow, David Gilmore, David Smith, David Foskett, Gareth Teague, Steve Tomlinson, J.N. Cantrell** and **Mrs S.A. Hamilton**.

Crash Preventer

Examine this section to find out how to work them thar' POKEs, y'know. If the POKE is a BASIC listing:

1) Type in the listing exactly as it is in the magazine.
2) Save the POKE to tape for later use.
3) Insert game tape and rewind to start.
4) Type RUN followed by enter.
5) Play rewound game tape.

If the POKE is of the Multiface variety:

1) Make sure your interface is firmly connected to the rear of your computer.
2) Load the game.
3) When the game has loaded, press the red button.
4) Press T then SPACE.
5) Enter the address.
6) Enter the value for that address (the number after the comma).
7) Press ENTER.
8) Press Q then R.

Auf Weider!

Well that's the end of this anniversary anthology. Hope it fulfilled your gameplay needs. And if it inspired you to tear apart any nearby games then send the results to David McCandless, Practical Pokes, *YS*, 14 Rathbone Place, London, W1P 1DE. I'll be back next month. See you then.

TIP O' THE MONTH

Last Ninja II

Yes, it's that little man all bound up in strips of black cloth again, the wacky old System 3's *Last Ninja II*, and it's been cracked by **Jason Richardson, ICKY (John Paul Margerison)**, and **Allen Walsh.** To begin with we've got the tips, and then the maps of the first two levels to help you along. Okie dokie, take it away, blokes.

• Level One

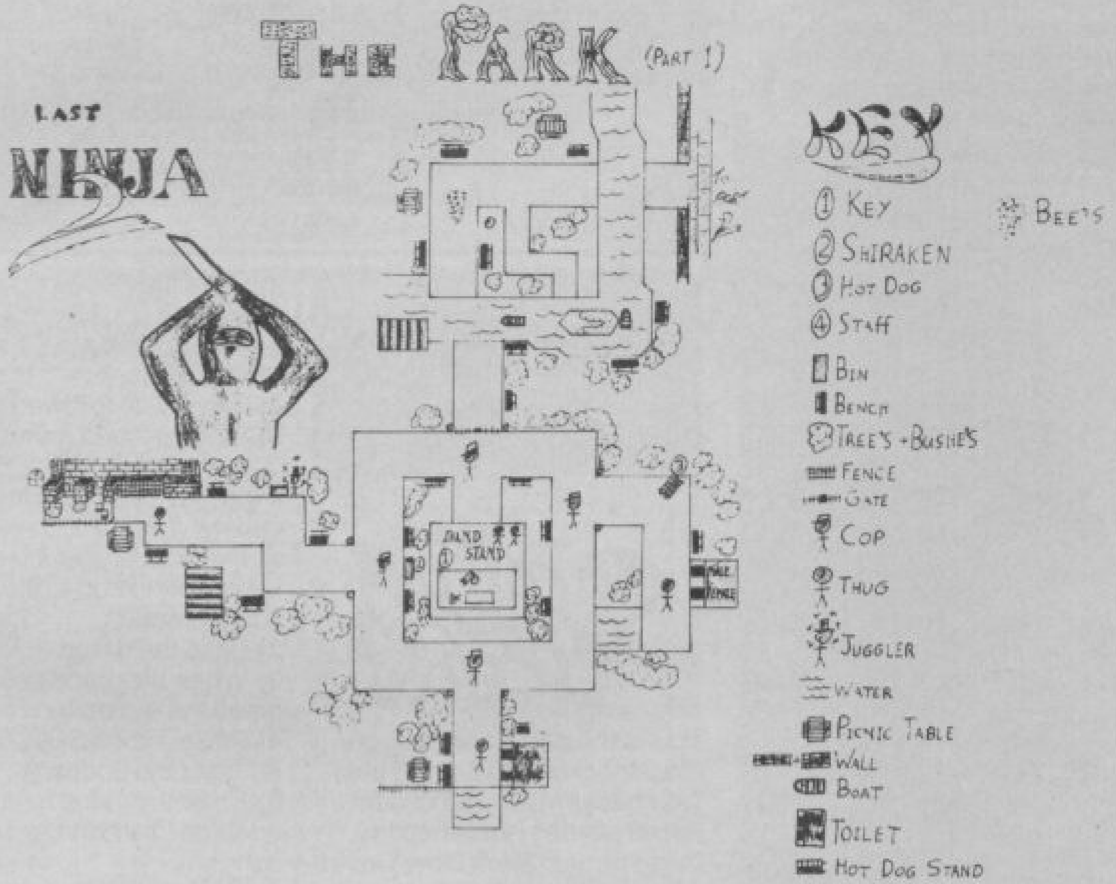
Go behind the curtain and punch the box which flashed as you entered. Return to the first room and fall down the open trap door, which will put you in a room with a key in it. Pick this up and leave. On the next screen leave by the bottom of the screen. In the next screen there are some shuriken in a box. Pick them up. Go through the gap in the wall and into the next room, where you will see the knife juggler. Get past him and into the next room. Throw a shuriken at the man here and pick up the map. Then climb the wall bars and leave by the left of the screen. Next jump the gaps and pick up the pole, then jump back into the next room. Walk backwards into the wall bars and you will climb back down them. Leave and go past the juggler, in the next room leave by the right hand exit. Go through the gap in the wall and enter the next room. Throw a shuriken at the man and pick it up whilst in the womens toilets. Retrace steps to the hole in the wall and leave by the top exit. Go through the gap in the wall and into the next room. Throw a shuriken at the man and pick it up in the womens toilets again. Leave the room and pick up at the hot dog stand. Leave by the top exit and you should be at the gate room. Go into the middle of the gate whilst holding the key, pick up, leave the room by going through the gate. Jump the river by using the boat, this needs practice, and leave. In the next room are some killer bees. Avoid these and go up the winding path. Get to the middle of the path and run and jump, onto the island. Go to the bushes and poke the boat with the stick. It should move away. Then get onto the bottom edge of the island, and run and jump back onto the path. Now cross the river by using the boat, and leave the park to access the second load.

• Level Two

Leave by the bottom exit and cross the road, although never cross when the lights are flashing. Cross the road again in the next screen and run along the street in the next and into the next one. Here pick up a hamburger and go into the next screen where you pick up the bottle. Cross the road and follow the pavement around until you reach a dead end. Here you will see an open door. Pick up when you are in the door. Now retrace to the Eats shop and cross the road. Follow the pavement round into the next screen and go around the corner and leave by the bottom exit. Pick up a hot dog next and carry on running in the same direction and you should enter a room with a manhole cover in it. While you are holding the object from the open door, pick up when on the manhole cover, and fall down this to access level three.

• Level Three

In the first room ignore the door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door. In this room pick up the key and leave by the door. In the next room stay on the paving stones nearest the door and run and jump the gap into the next room. Be careful in this room as the hole in the room you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man. Follow the pathway round the outside into the next room. In this room you will see a grate, use the key on this and walk backwards down the hole.



Laser Squad

Here's a game I haven't tipped before. Who's presenting this little jobby? **Colin** and **Gavin Young,** eh? Okay peeps, lets see what you've got.

CONCISE TIPS
(Tsk! Phil)

• The price of the weapons on each level doesn't vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.

• Don't go on a spending spree if you have money left. Carrying too much reduces the action points available to a man.

• Weapon choice: Listed by cost.

Heavy Laser — powerful, with loads of ammo, but heavy and burdens your man reducing action points.

Marsec Autogun — best all-round weapon.

M4000 Autogun — the best budget gun, but lacks accuracy of the Marsec.

L50 Las-gun — not very powerful or accurate.

Sniper Rifle — lacks autofire but is cheap, powerful and the most accurate.

Marsec Pistol — has autofire, but lacks any power.

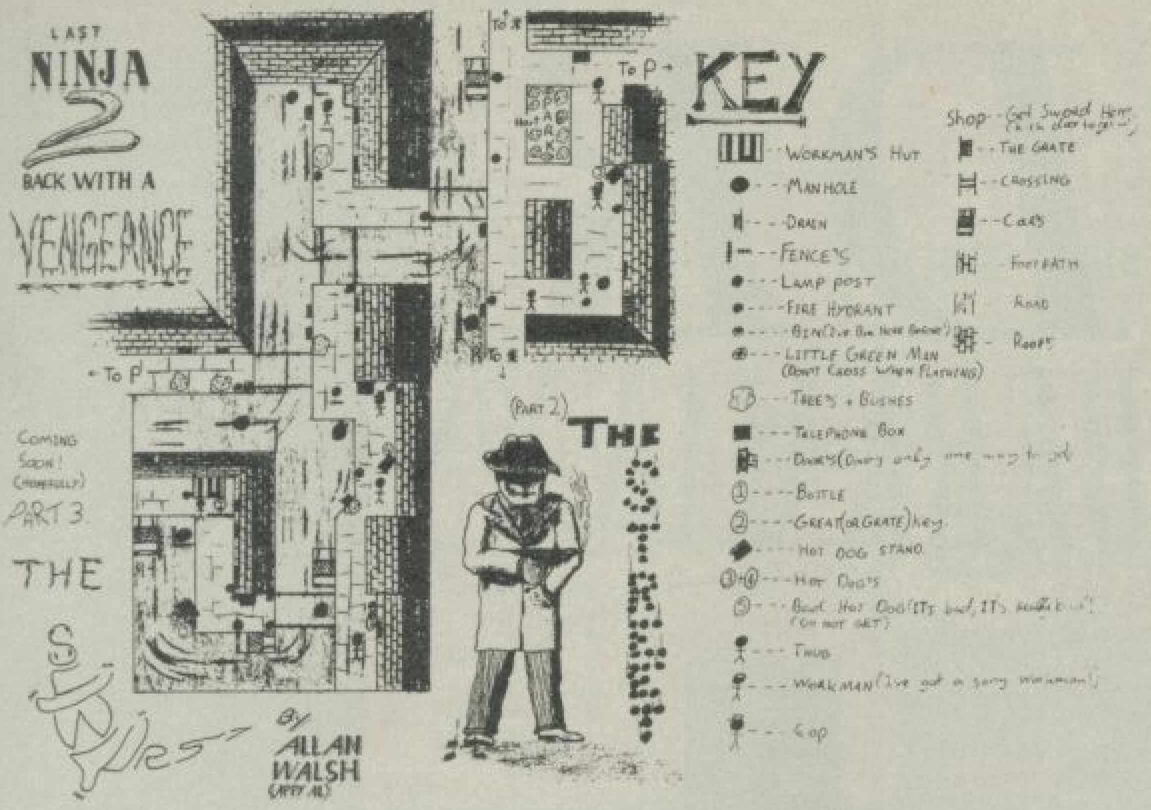
Dagger — very good for close combat, if you can ever get it.

AP50 Grenade — good for blowing up operatives who are waiting on autofire around a corner. Get out of range before it blows, and remember to prime it before you throw it.

Rocket Launcher — a luxury for the early levels, power is awesome but lacks ammunition and has a nasty habit of blowing up the user if he's too near to the target.

• Take your time, you always have plenty of turns. Explore the area carefully and always leave your men on autofire.

• Use a couple of men to guard



Walk into the next room and leave by the farthest exit, walk through the next screen and in the screen after that leave by the middle door. Don't use the doors here, follow the path around the side, when you reach the next set of doors use the door nearest the ladder. Run through the next screen into the alligator screen. To get past the alligator go to the right hand side of it and when it comes out, dash behind it, entering the fourth level.

• Level Four
Go through the boxes at the top of the screen and climb the ladder on the next, returning to the first room to pick up the credit card. Follow the catwalk around until you see a gap. Enter this and pick up the chicken leg off the plate. Retrace your steps and go down this backwards. Leave by the top of the screen, and go around the corner in the next screen. This takes you to a screen with carts in it. To get past these go right to the boxes and just run across the tracks.

In the next screen go round the corner into the next, where you will have to jump the electric wires and walk into the next screen. Go round the corner and you should be in the room with pillars in it. Jump from one pillar to another until you are on the pillar opposite the man. Move close to him until he moves into action and fight him. Once you have killed the enemy jump onto the rest of the pillars and on into the next screen. Go round the box in this room and into the next room which should be inside a building. Leave by the right hand side of the screen and you should see the panther in the corner. Hold the chicken leg and go to the panther. When he raises his head, pick up and he will start to chew. He will then get up and lunge at you. Just as he is about to lunge, move away. The panther should have moved forward and you can walk behind it into the next screen. Fight the woman here and hold the credit card. Go to the control panel on the wall and pick up, the lift should come down. Get into it. Now load level five.

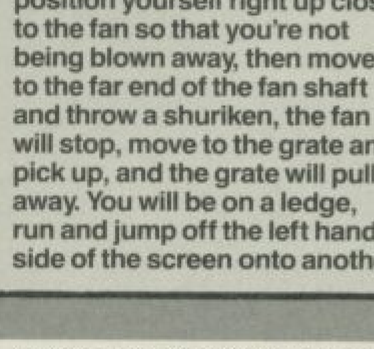
• Level Five
Leave the first room and enter the door in the next. In this room pick up at the computer terminal facing forward and you should be given a number, leave and follow the corridor around until you come to the room with two doors. Enter the first door and pick up the shuriken off the table, leave and enter the second and while holding the number picked up at the computer terminal, a door will open, enter this and you will see a ladder in the next room, climb this and go through the door at the top. Go through the door in the next room and you should be in a room with a giant fan, this next part is tricky you have to position yourself right up close to the fan so that you're not being blown away, then move to the far end of the fan shaft and throw a shuriken, the fan will stop, move to the grate and pick up, and the grate will pull away. You will be on a ledge, run and jump off the left hand side of the screen onto another ledge, fight the man and then go round the corner into the next screen. Fight the man here and climb the ladder, avoid the man in the next room and leave by the top of the screen. You will now see a helicopter, go to the very top corner of the building and move about a centimetre to the right, face the helicopter and pick up, you should now take off with the helicopter and access level six.

• Level Six
Drop off the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of roof, walk left onto the walkway and walk onto the next screen. Fight the man here and walk backwards into the skylight and you will fall into the mansion. Do not use the door in the first room but walk into the second screen and use the door there, pick up the object from the wall and return to the first room and use the door now. In this room you will see a hole in the wall, and you will fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. One last tip is that if you do set the alarm off, go to the room next to the kitchen and pick up at the control panel in the bookcase and this will turn the alarm off. In the hallway at the bottom of the steps look carefully behind the plant, there is a door, go through the door down the steps and pick up at the control panel in the wall. Enter the door and get through the barriers into the steam room. Open the second door last and the steam will move so you can get past, walk through the next room and into the room with the giant star on the floor. Pick up at the picture and this will reveal a wall safe, pick up and you will have to enter a code, this is the code from the terminal in level five, the orb will now be revealed.

And that's it, you're going to have to work out how to beat Kunitoki yourself."

the rear of your squad.
• On higher levels always scavenge the dead operatives for weapons. They always seem to carry valuable ammunition.
• The Assasins: On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix!) without even entering the building. On later levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully.
• Rescue From The Mines: Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try to get the video key as this will allow you to ambush the enemy."

And very nice too, chaps. Well done. And by the way, why haven't more people tried to map these sort of strategy type games? Hmm? Cheers ears.



So that's all we have time for. It's getting a bit cramped in the shop and I better stop, 'cos my nose is pressed onto the window as it is. I've got tips up to my bum, and that's no fun, chum. So we'll have to wait until next time for any more stuff. Keep pouring your tips into the postbox and I'll keep mopping 'em up and printing them in the shop. Just parcel them up and send them to Phil Snout, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget any ones we print win an 'I've Got Big Tips' badge. Worth ... ooo ... at least a couple of bob. Byeeee!!!

DR. BERKMANN'S CLINIC

Coo ur gosh! I mean, that's what I call a postbag! Billions of letters this month, so let's can the jokes and get on with it, awight? Awight.

TRAP DOOR

'Twas **Leigh Loveday,** if you recall, who wrote a month or two back for assistance on this spankiest of Don Priestley games (I always found the others a bit tricky, myself). His particular gamesnag was that he could get rid of neither bird nor skull. Quoth **Christopher Beard** "It's easy to get rid of Boni the skull." I might have guessed. "All you do is pick it up, and to get rid of it you walk to the room on the far right, the one with the red weight in it. Walk behind the weight and drop the skull. Then hold down the 'right' key and when you can go no further walk down and hold down the 'right' key again. The weight will go halfway up and it will fall down and crush the skull." Poor Boni. Ugly little blighter, I know, but do you really want to crush his skull? "Well, of course."

But what about that fowl? Step forward our old mucker **Rich Pelley.** "Get the frying pan and walk two rooms to the right and drop it in front of the stove. Then go back and let the bird out of the trapdoor. Put an object on it (you're meant to use the bullet but it doesn't really matter) and when the bird's flying over the trapdoor, open it and it'll hit the bird, whose eyes will bulge. Follow the bird to the right and pick up the frying pan you dropped earlier. Stand so that the bird's tail is just touching the top of Berk's eyes, and you should then catch the egg that it lays.

"After doing this four times, put the pan on the stove, wait 'till it flashes and send it up. As long as you've hit the bird four times, it will then stop over the trapdoor and fly down when you open it." Phew!

"Oh, by the way, you don't need to get rid of Boni the skull — he's meant to help you." Aha!

THE INCREDIBLE SHRINKING FIREMAN

Yup, **Stuart Dawson** was awash with foam on this one, and was particularly keen to know which were the useful items, and which he shouldn't bother about. Step forward **Richard Swann**, a Clinician who tells me that his middle name is Picton — so clearly a fascinating bloke. But he knows his firemen, it seems . .

"Certainly do, chummy. The useful items to pass doors and things are: ID card, set of keys, skeleton key, red key, blue key, yellow key, firemen's axe. And I've even gorra POKE for the game as well.

```
1 CLEAR 24999: LOAD ""CODE
2 POKE 23336,195:
RANDOMIZE USR 23296
3 POKE 60217,167: RANDOMIZE
USR 49605"
```

Bonzer stuff, Richard, and there's a luxury plastic-plated 16-colour (15 of which are white) Tipshop badge on its way as I write (not this, but as I write a letter to my aunt in New Zealand in about six months time. Hee, hee, hee!).

KING'S KEEP

Now here's a game that really got our complete solutioners going this month. I'm afraid that I can't give any of you the full three games (seeing as I've already given 'em to **Rich Pelley** earlier) but a consolation game goes to old trouper **Leon Felgate,** or Felger's as he's now known to Clinic regulars. **Mr. D P Haworth,** who originally wrote, will be receiving a copy of the Felgers solution by return of post, but meanwhile here's a heartfelter from **David Aitken,** who wants to know what to do with the stone bucket, the soap, the towel, the wine and the Picayune? "Also, how do I invoke the sleep spell?" Hang on, hang on, one at a time, John. The wine is useful just as something to stand on to get a bit higher (such as out of the Jester's Room). The towel you should give to the hag in the Prison Cell. As for the bucket, fill it with water in the washroom and take that and the soap to the hag and she'll give you a feather. You'll need this and the Picayune before you use the scroll and invoke the sleep spell. Oho! I'd forgotten what a good game that was.

MEGABUCKS

Another splendid solution to this from **Kirsten Scott** and, oh all right, I'll give you a game too (Don't tell the Ed or I'll get it in the neck for all this generosity!). **Peter Moffatt** was wondering a month or two back how to get past what he called the security base, and being an old thicko, I forgot that he actually meant the alarm system in the mansion. 'Tis simple, Pete — well, ish. All you have to do is leg it into the mansion, grab the alarm switch, and turn it off. Any other gamesnags with this cracking cheapoid?

HAYLP!

An absolutely gigantic section this month, so remember — anyone who helps the gamesnagged gets a badge, and for the best complete solution I get each month, there'll be three spanky new games as a prize! Right, let's get on with it.

Andrew Tate, first off, sent me a fine solution to the *Rastan* prob above (for which many ta's), but he's glued up in *Bionic Commando*. "How on earth do you kill the huge robots at the top of level two? Every time I go near them, the bricks they throw, or the robots themselves, always kill me."

Colin O'Neale, meanwhile, is stuck on that nastiest of coin-op conversions, *Dragon's Lair.* "I can just get across the first set of burning ropes. I know that when you get across, you go up on the stone that you jump onto, and I know that you have to stop when you get to the next set of ropes. But that's where I'm really stuck — I can't get him to jump from the stone that has taken him up." Sorry, Colin, haven't the foggiest what you're talking about there, but does anyone else? We need your help. (I feel like Shaw Taylor here.)

S. Birch has come to a standstill in *Stifflip & Co.* "I have only got as far as the gold and have scored 69 per cent, but I can't get any further." Ring any bells?

Tom Ireland, meanwhile wants help with *Contact Sam Cruise*. "I don't know what to do when you get to the top floor of the Hotel Royale." Me neither, old cauliflour, but someone out there just might . . .

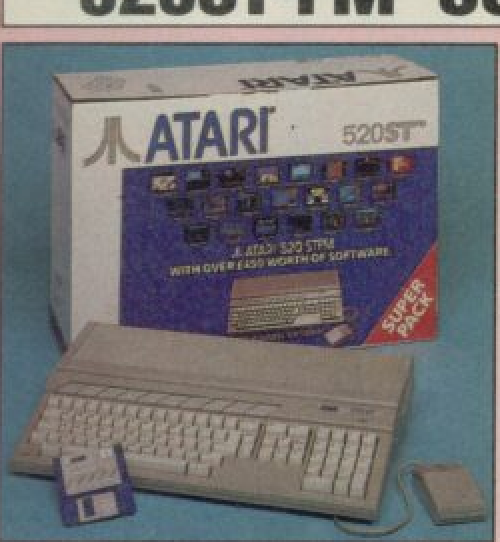
Signing his letter 'yours hopefully', **Mark Hodgkins** has not one, but two gamesnags ruining his life and turning his brain to peanut butter. "Please, please, please could you tell me what I do once I have hypnotised Eddie in *Journey To The Centre Of Eddie Smith's Brain*. I also can't find the bomb.

"And in *The Great Escape*, how do I get the pen and paper from the bottom hut as I am stuck with this one too."

Finally, here's **S. Rudd** who wants help on *Seabase Delta*. "How do you wake up the hen? How do you use the seesaw? How do you open the sliding metal doors?" D'you know? Drop me a line and you could win a badge!

And of course if you have a complete solution to any of these, you could win three ripping new games! Send your tips, snags and solutions to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Yo ho!

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All prices correct at the time of going to press. E&OE.

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£260 — ONLY £2.51 PER WEEK — RETURN COUPON FOR DETAILS — +VAT= £299

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+colour monitor = £1198

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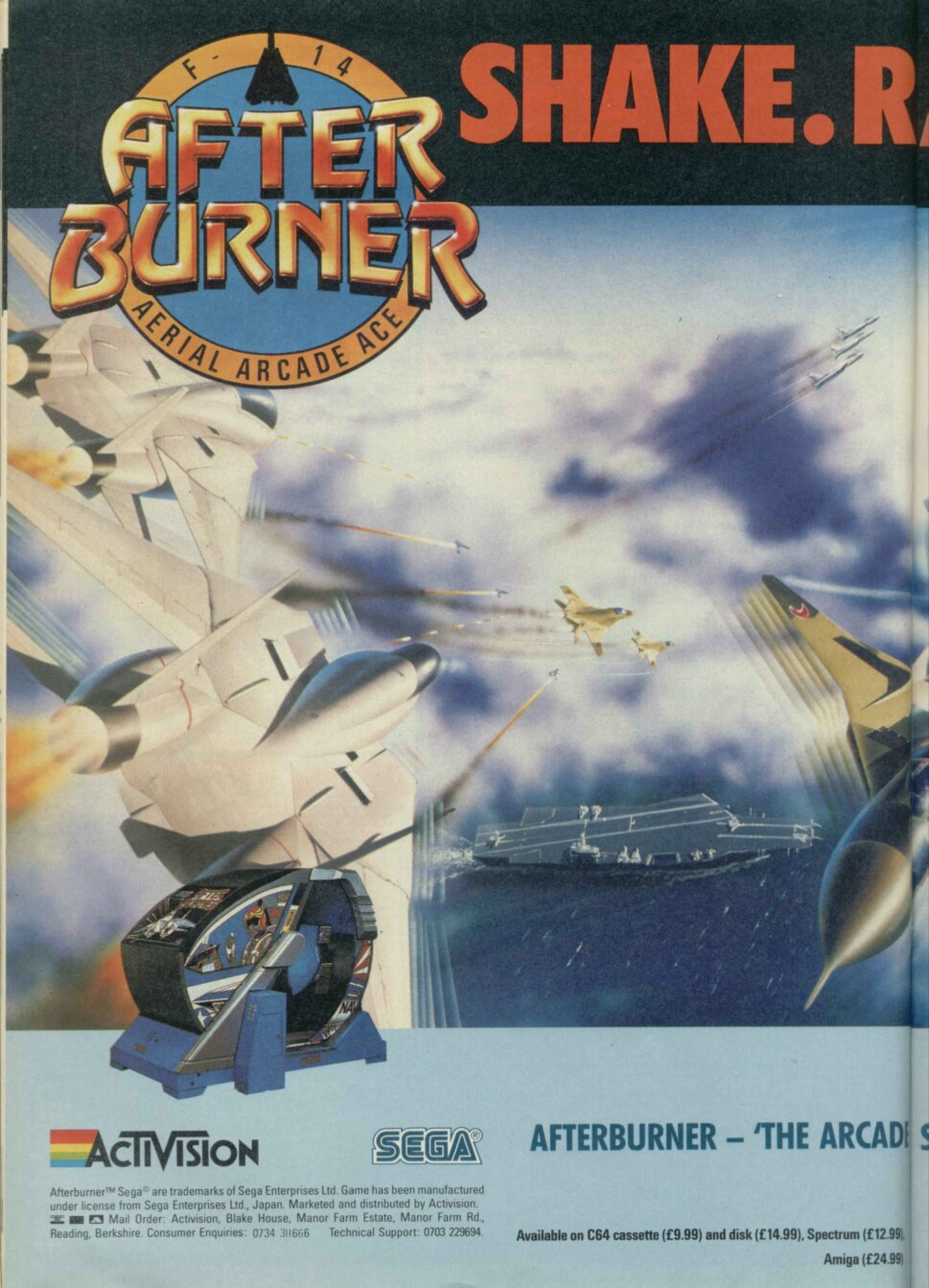
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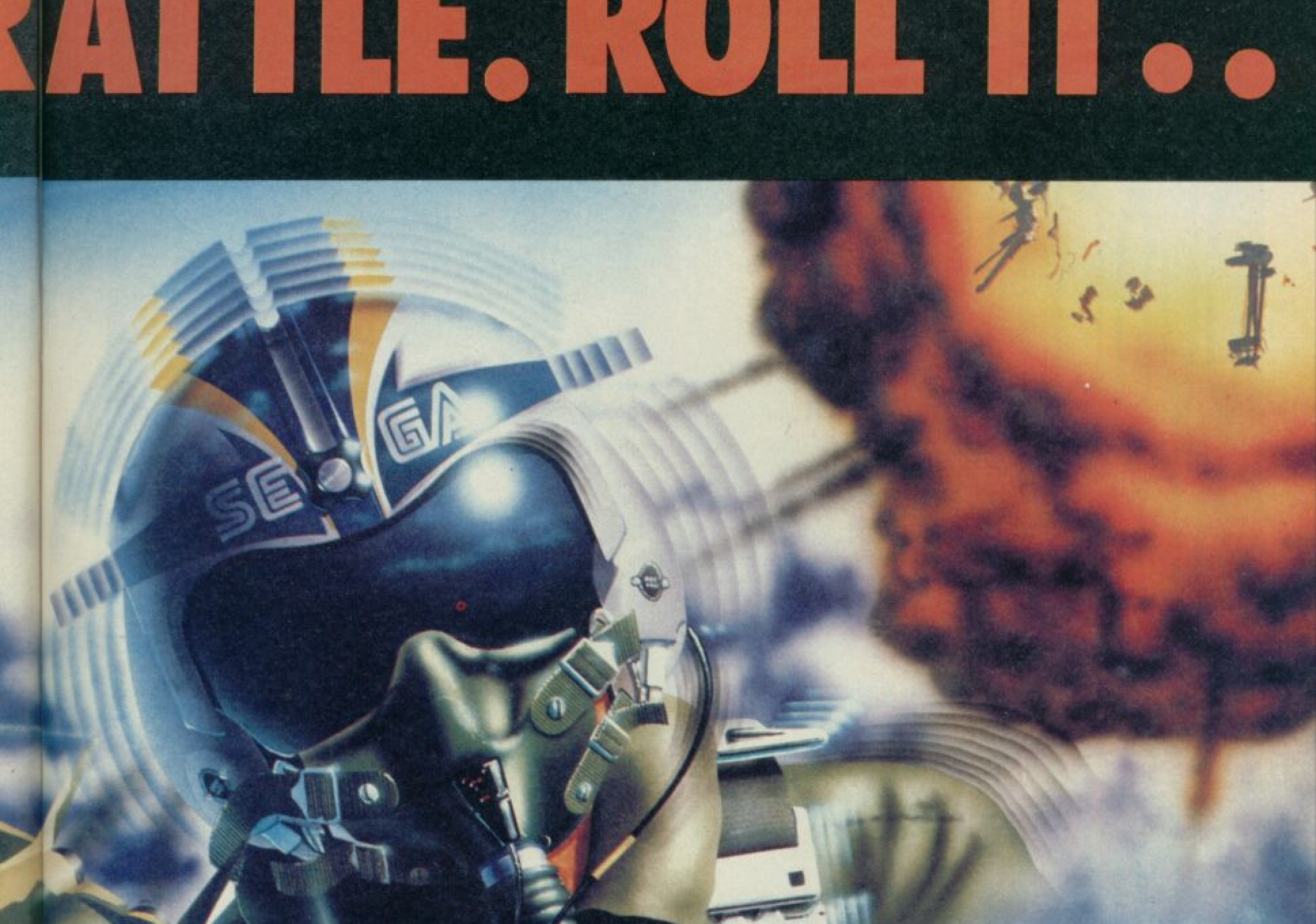
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RATTLE. ROLL IT . . .





Amiga screen shots shown



ST screen shots shown

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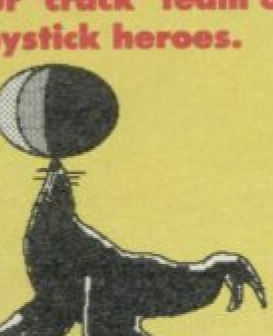
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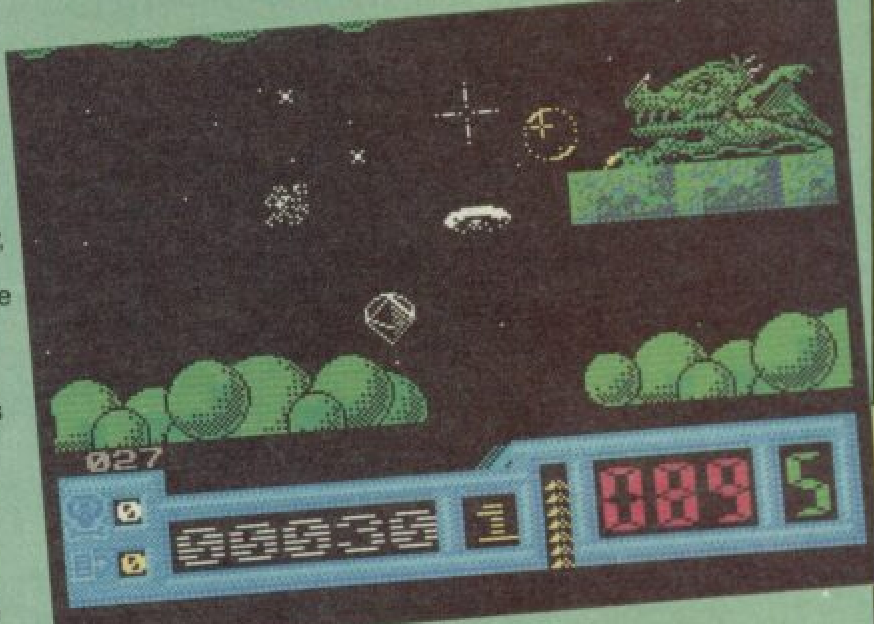
SCREEN SHOTS

Hi ho, hi ho, it's a-juggling we will go . . *Double Dragon, Thunder Blade, Netherworld, Technocop,* all these and more (MORE!) come under the eagle-eyed scrutiny of our 'crack' team of joystick heroes.



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

NETHERWORLD



NETHERWORLD
Hewson/£8.99 Cass/£14.99 Disk

Macca There you were — a swivelling Polo-mint of a spaceship spinning in an endless flickering orbit when wham! Michael Jackson released another single and suddenly you were in Purgatory, doomed to gyrate and flicker in stasis for the rest of eternity (cue short burst of Vincent Price cackling).

But old Purgatory (or 'Netherworld' as the inhabitants know it) is a weird old place, populated by lost souls and theatre actors. Diamonds litter the place, just panting to be collected. And then there's the fact that you can buy your way through the ten levels, and then — wonders upon wonders — escape. Say no more.

The apparent idea to Netherworld is easy. A simple case of cavorting your disk around ten slyly designed and cunningly intricate scrolling levels, seeking out and collecting the correct amount of diamonds within the time limit; and then what could be easier than swanning to the nearest teleport and translating your atoms to the next zone?

Except, it's not quite that easy. For a start, there are various alien hazards out to put a permanent end to your convolutions. Demons squat malignly here and there, spurting a host of flickering globules which hurt. You can shoot them of course, and that's recommended when you consider they turn into bonus yum-yums when punctured by a laser bolt. The bonuses can either be delectable (extra lives, extra points, demon banes and wall breakers) or detrimental (energy drains, loss of steering etc).

Then you have to cope with the practically indestructible mines. These ballistic bunions have a tendency to hug the landscape, bounce up and down, or just follow you around like radioactive sheep (baaaaaaabooooom!)

On top of that, there's the fact that the diamonds aren't just located in 'obvious' corners and junctions. Instead they're deviously located in the seemingly-impervious-brick-box or the small-area-of-the-screen-covered-in-mines.

And if all that wasn't enough, you've also got an *unbelievably* tight time limit. Despite the possibility of collecting the odd hourglass to restore 30 seconds to the clock, or using the many teleports for swift transport around the level, the limit is tough with a capital, emboldened, italic, 72 point 'T'. I guarantee every level will end with you frantically searching for the last diamond while the final three seconds drain away.

Netherworld's graphic are a bit of a let down. They are simply 'okay' and adequately suit the plot of the game (with demons, devils and other 'after-life' images among them) but they are a little bland and superficial. Colour is put to good liberal use.

But aaaarghhhhh! The moving graphics flicker abominably. Terrible. Yuck. Ick. Bleueegh! Perhaps it's to suggest the flickering 'nether' part of the world, but it turned me right off. The four way scrolling is a slight consolation I suppose — it's fast, smooth and — heaven be blessed — flickerless.

However, the graphics don't matter when compared to the playability. If you strip away the blanket of sci-fi babble, the ethereal graphics and the confused setting, you've basically got a game not unlike the classic *Boulderdash* with the identical captured addictiveness. Each level is a puzzle which once solved is no longer a problem.

This is not a classic but not a turkey either. It's suspended somewhere high-up between and it unashamedly maintains Hewson's reputation.

It's not instantly likeable. Give it a chance, water it, keep it away from caterpillars, and it'll grow on you.

YS CLAPOMETER

Boulderdash *minus Rockford and gravity, plus a polo mint and sci-fi storyline. Flickering graphics but brilliantly balanced gameplay and — man! — it is addictive.*

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

8

SPACE ACE



Gremlin/£12.99 cass

Matt This is a real shoot 'em up fans' compilation. So what if the gameplay for most of these is more or less the same — flip from screen to screen blasting alien nasties — if there is enough addictive fun to keep you coming back again for 'just one more try'. Yep, there are no real duff games here at all, and at £12.99 it's a bargain squire. The only problem will be that all you keen little games players will probably have most of these already.

Anyway, let us take a gander at what you get for your money.



ZYNAPS

This really is archetypal stuff — one lone spaceship scrolling through a host of aliens — in the mould of *R-Type* and so many other arcade games. There are extra weapons to pick up — like you do — and attack patterns to memorise and everything is exceptionally clean and smooth. Sprite design isn't particularly stunning though. The collision detection seemed slightly out to me as well — you find yourself screaming "What hit me?!" every few minutes — but that said it plays rather well. Back in August '87 when we first reviewed it we gave it an 8.

EXOLON

This one got a megagame and I see no reason to dispute that score. This really is a corker, with the most gorgeous explosive effects when you destroy anything big — like a rock or a gun emplacement. You play a little man in a space suit — or rather a series of space suits, because the game lets you change into extra tough'n'beefy exoskeletons occasionally to make wading through the nasties a little easier.

Besides the various waves of hostile aliens — including sneaky little beggars that come up behind you (oo-er) — there are also funny things that shoot you into the air if you stand on them, teleports which take you elsewhere in the killing fields, and plenty of alternative routes to take. It all adds up to a pretty spectacular shoot 'em up with a hint of strategy and addictiveness coming out of its eyeballs. Not only that, but the central sprite has a lovely walk(!). A classic from programmer Rafaelle Cecco, about whom more later.

XEVIOUS

Another spaceship shoot 'em up, but vertically scrolling this time. Big mother ships abound — surprise, surprise — and there are some quite devious touches like floating mirrors that reflect your fire back at you. US Gold originally converted this one, and went for the fast, smooth speed rather than the stunning graphics route. Though this does make it fun to play, the look of the thing is pretty basic, and I would award it seven now rather than the eight we originally gave it.

TRANTOR

Another ex-megagame, *Trantor* is a graphically sound platform game which bridges the gap between shoot 'em up and pure arcade adventure. Sound is great, sprites are very large for the Spectrum and move nicely, and there's heaps of violence. Takes some thinking about, and is pretty hard — at least, I tended to die a lot! — but well worth the nine we gave it.

NORTHSTAR

Arguably the weakest of the bunch, but by no means a total waste of time. You play a little man with a bionic arm à la *Bionic Commandos* — lovely running action, by the way — in a horizontal shoot 'em up. At least it would be a shoot 'em up if there were any guns involved. Instead it's more like tag — 'if I touch you, you're dead' sort of thing. We only gave it a six, which is a touch mean, but then it is a bit slow.

CYBERNOID

The biggie in most people's minds, and deservedly so. *Cybernoid* is a megagame and a half. It's very hard, very clever, and goes off the scale in addictiveness. Lots of extra weapon add ons — including a whirling mace — to add to your ship from the corpses of dead aliens, and a heavy strategy element. Each new screen features a new problem which is going to take quite a few lives to work a route through. Brilliant stuff from Cecco.

VENOM STRIKES BACK

Last of the MASK games — and happily the best. Big Matt, the hero, moonwalks along shooting jumping things, wobbling things and floating things. I remember playing it on the C64 (boo, hiss) and it was a lot better than here, but still not too shabby an effort. Rather suffers in comparison to *Exolon*, though.

And there we have it. An excellent compilation if you don't have any of these games, with no real weak links, but perhaps not quite so much of a must buy if you've got Cecco's two contributions already.

YS CLAPOMETER

One of the best compilations around, and great value if you lack the real superstar games. Love it to death!

8

JOYSTICK JUGGLERS

Ever wondered what the REAL truth about those enigmatic men (and women) of mystery, the *YS* "jugglers", might be? Ever felt the burning desire to know what dark and terrible secrets lurk behind those cheery, normal(ish) facades? Well, you're not going to find out here. Instead, prepare yourselves for the normal half baked tosh designed to fill up the far right hand side of the second Screen Shots page . . .



Sean Kelly — Witty and dashing — in fact everything the dearly departed Ciarán O' Brennan was not — Sean's unstinting politeness helps save the image of the Irishman abroad around Castle Rathbone.



Marcus Berkmann — A lean, mean playing machine, our Marc descends upon *Fists'n'Throttles* like a bolt from heaven.



Jonathan Davies — The man with the name so uncommon that only thirty-four of them work within a joystick's waggle of Rathbone Towers.



Ben 'N' Skippy — Not in fact two different people at all, but — and now the truth can be told! — a snooty looking bloke with a gawky kid growing out of his shoulder.



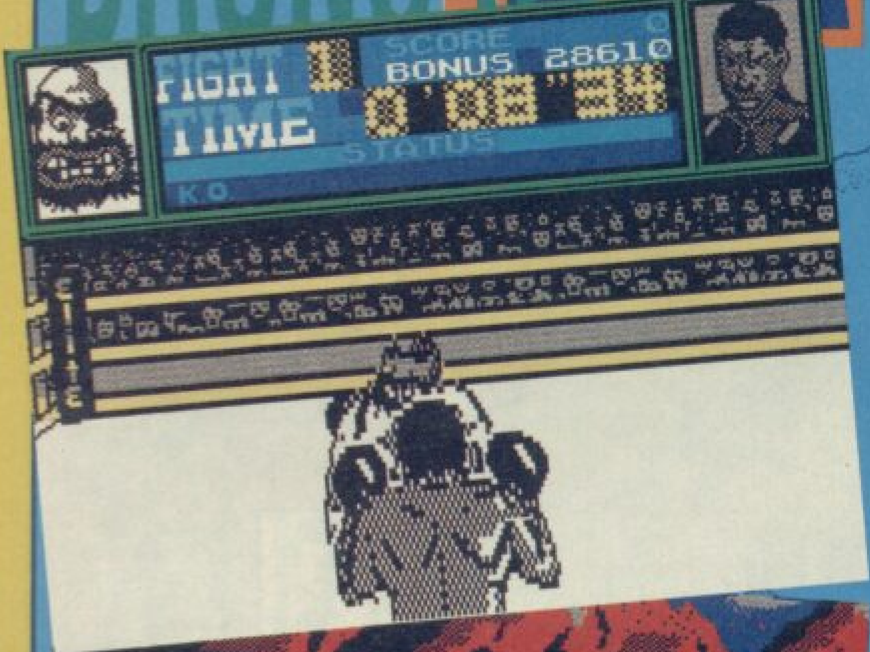
David "Fab Macca Wacca" (?) McCandless — known to his friends as "Fab macka wacka" McCandless as seen above *(Are you sure about this? Ed)* and to his enemies as "That git there".

YS SCORES

10 Magnifico.
9 Dreamy and super.
8 Jolly good indeed, but not magnifico.
7 Quite good. Yes, quite good.
6 Not that inspiring actually.
5 Oh dear, things go downhill from here.
4 We're picking up momentum.
3 Oh dear, things are looking pretty grim.
2 Bleeeeuuurrrgghhh
1 Splaaaatttt!!!!!!

YS SCORES

FRANK BRUNO'S BIG BOX





Elite/£12.99 cass/£17.95 disk

Dunc Hmmmm, Christmas is over, and a new year is already upon us. It only seems like two months since my pet badger Nigel passed away *(It is only two months – and he hasn't passed away, he's only hibernating. Ed)*. Poor Nigel. Such a furry little fellow, and he always seemed so healthy. Aaah well, I gave him a burial to be proud of, and I'll buy a replacement badger later in the year *(Oh no. Ed)* Anyway I'll wipe away the tears and console myself with this little offering from Elite: *Frank Bruno's Big Box*. What? A Frank Bruno Cricket Game?? Oh no, my mistake, it's a compilation of ten of Elite's past glories all scrunged together onto two cassettes. Hmm, ten games for thirteen quid – that sounds like good value, let's have a meatshop.

FRANK BRUNO'S BOXING
You're big Frank, you're in the ring and you're viewed from behind as you proceed to thump your way through eight adversaries. You've got all the moves (guard up, guard down, dodge, hook etc) and you have to knock your opponents down three times in a three minute round to dispose of them. Each opponent has his own special 'trick' to floor you with though, so watch out. The graphics are nice and big, and overall it's not a bad little game. In fact it's got my adrenalin going. In fact you can tell Mike Tyson from me that he's a poof!

BATTY
Yo ho ho! Up it crops again – a game we gave away free more than a year ago. If you haven't played this then you're missing out: it's an *Arkanoid* clone with loads of twists and extras and some of the slickest graphics and gameplay the genre has to offer. It's absolutely brilliant. Boing.

COMMANDO
Quite an old coin-op conversion, this, in which you play commando Super Joe (viewed from above), and you have to dash up the vertically scrolling screen handing out death to Johnny enemy. You've got a machine gun and grenades, and the action is frenetic as you rush under bridges, avoid tanks and blast everything that moves in your hurry to 'reach the fortress'. A bit dated, but jolly good fun nonetheless. Bang.

BOMBJACK
Platform game with very pretty backgrounds in which you collect bombs to gain points, while avoiding the nasties. Collect the allotted bombs on one screen and it flips to another. And so on. Hair raisingly addictive stuff. Wooosh.

SCOOBY DOO
Fairly standard platformy game in which our canine pal must go up/down, left/right while punching the ghosts' lights out and following the trail of Scooby 'Snax', which should lead you to 'Shaggy' and friends who you've got to rescue. Yawn.

BATTLESHIPS
A computer game with a spooky past, but we won't go into that. Right. You know the game you play with a chum, on paper? Where you each place a fleet of ships on a grid, and then take it in turns to blast each other out of the sea? Well, here it is – but with animated 'firing' sequences added and the need for a pencil sharpener removed. This successfully transforms an incredibly tedious game into a merely boring one. Zzzzzzzz.

SABOTEUR
Ninja frolics galore as you don your balaclava and infiltrate a security building in this viewed-from-the-side flip-screen platform/maze game. You've got to find a computer disk, but there are dogs and armed guards out to top you. Lucky then, isn't it, that you're a little bit handy in the old 'Kung Fu' department. Nice sized sprites, and a decent little bash. Aaaaahh ssooo.

1942
Vertically scrolling coin-op conversion from a couple of years ago. You control a little aeroplane and you've got to shoot down all the other little aeroplanes. Occasionally a bigger aeroplane saunters onto the screen. You have to shoot this down as well (before it shoots you). Power-up icons can be collected as you progress through the levels. It's pretty basic, but quite a hard little beggar to get through. Very hard in fact. Take this, son of Nipon!

GHOSTS 'N' GOBLINS
Viewed-from-the-side scrolling spook 'em-up coin-op conversion. Hailed as something of a classic in its time, the game still packs an addictive punch, even if the graphics won't drag an amazed 'coooo' from your larynx. Heroic knight has to rescue beautiful maiden from clutches of demonic tyrant, enter the castle at your own peril kind of stuff. Jolly good kind of stuff in fact. Brrrrrr.

AIRWOLF
You're Stringfellow 'Mike Smith' *(Yowch! Ed)* Hawke, you've got your hands on a chopper (oo-er), and, in this viewed-from-the-side four way scroller, you've got to get it down to the bottom of a vast subterranean network of tunnels, where you will find five kidnapped scientists. These boffins must be rescued and returned to the surface. Once they're safe you can pop back down and blow the whole complex to kingdom come. Ka ka ka ka ka.

Well that's it. Phew! You know something? I feel as if I've just written the Bargain Basement pages. Actually that's not so surprising when you consider eight of these ten are available on the budget shelves at your local store. Oh dear, I'm afraid it's down to maths time. Let's see – if we say the average cheapie is two quid then this compilation gives you twenty quids-worth for under thirteen. Um, and there are six titles here that are very good budget value, i.e. twelve quids-worth. So what follows is that if you buy *Frank Bruno's Big Box* you'll pay full budget whack for six good games, but sort of get four not quite so good ones for free. (You'd probably better read that again, slowly). Phew. Can I have my new badger now? *(No, go and dig up Nigel. Ed)*.

YS CLAPOMETER

Ten oldies on one tape. There is quite a lot of fun to be had here, but most of the games are out on budget, which does tend to imply a slight overpricing.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



Commodore Amiga



The Knight one of three character classes.

Atari ST



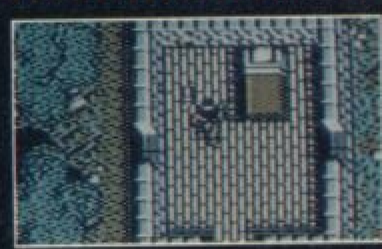
Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

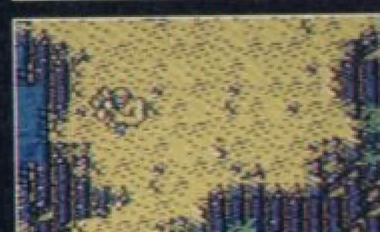
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

ORIGIN

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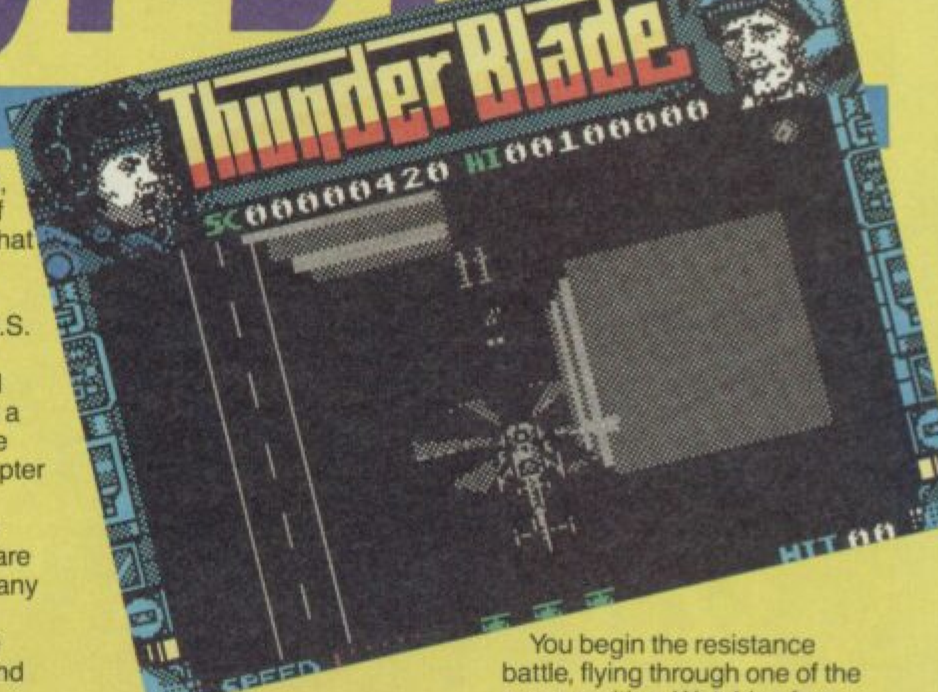
YOUR SINCLAIR MEGAGAME

Thunder Blade

US Gold/£8.99 cass/12.99 disk

Sean *Thunder Blade* is probably the game which took most of your money in the arcades this summer, probably one of the most eagerly awaited coin-op conversions, and Carlsberg is probably (*Get on with it. Ed*).

Sorry. Your country has been invaded yet again, this time by someone more Merciless than Ming, more Horrible than Hagar, More Rotten than Johnny, the one and only . . . General Swindells. Bit of a lousy name for a baddie, really. I mean, if I *(GET ON WITH IT! Ed.)* The General's hordes have wasted no time in saturating the land, sea and air with all manner of craft, and so it is no wonder that your battle weary troops are being easily defeated by the onslaught. As a last resort, U.S. General Headquarters have ordered you into service, and given you the ignition keys to a Thunder Blade helicopter, the most awesome attack helicopter around. As you gibber pathetically in the corner, the bosses remind you that you are a distinguished veteran of many campaigns with more decorations than Habitat. So chest out, shoulders back, and here we go . . .



You begin the resistance battle, flying through one of the overrun cities. Watching from

WORLD BEAT

US Gold /£12.99 cass/£19.99 disk

Matt In typical modest fashion US Gold has named this latest all hit compilation *World Beaters Giants*, but, truth to tell, you can see its point. After all, there isn't a game here that any self respecting joystick basher won't know, if not love. But how does this package rate against the industry's best. After all, £19.99 is the cost of most full price 16 bit software, and enough to give most Spectrum owners early heart attacks.

CALIFORNIA GAMES

A bit weird this one: a series of sporting events like one of those Olympic challenge things, but in this case consisting of typical West Coast activities like frisbee throwing, surfing and keeping a bean bag in the air with your foot. Lots of keyboard thumping (guaranteed to trash your Spectrum) to get you going while you perform your cunning stunts, and I suppose there is a degree of Californian feel to the proceedings, but this one totally failed to set me alight. Chunky and colourful graphics but non-existent sound: only great fun when you've mates to play it with.

OUTRUN

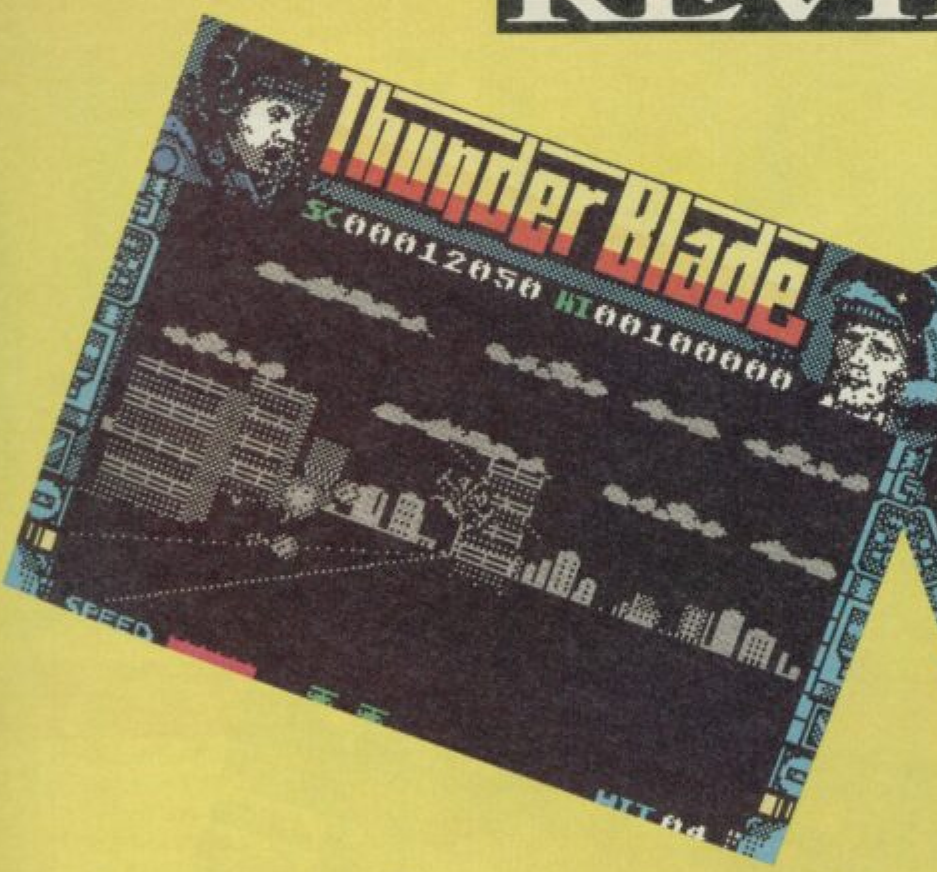
The most talked-about game of last year promised much but failed to deliver on most home systems, the Speccy (lucky for us) being a bit of an exception. It's a multiload, which is a bit of a pain, and the action sometimes slows right down to parking speed, but some of the atmosphere of the arcade original is maintained, which is no mean achievement. Music's good too. We gave it an eight in March last year, which sounds a bit generous.

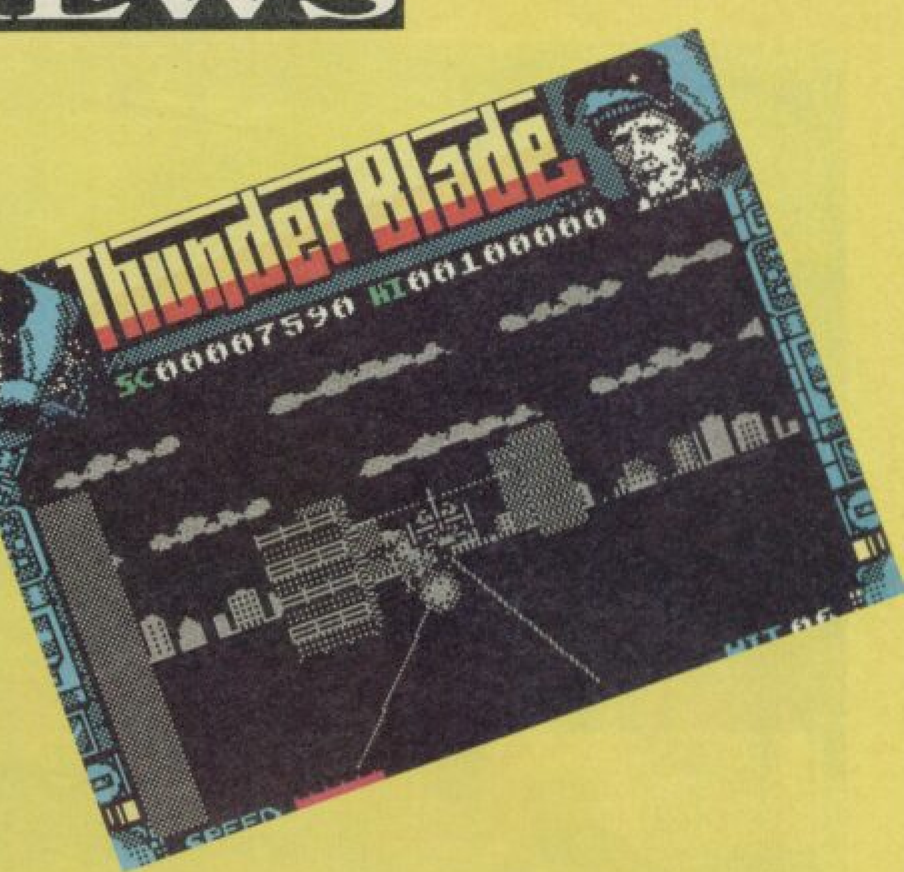
GAUNTLET 2

Wiiicked! The joker in the pack and no mistake, *Gauntlet 2* just chews up everything else here and spits it out *(? Ed)* A stunning update of the original look-down-on-a-nasty-slimy-dungeon-and-move-your-bod-about-avoiding-slithery-nasties spectacular! There's even a character named Thor to play, named after one of our very own art persons. Lots of monsters/traps to avoid/kill (delete as appropriate) and *Dungeons And Dragons*-style fun for all the family. Worth at least nine (not the eight meanie Phil originally gave it).

ROLLING THUNDER

Never been a great fan of this famous platform shoot 'em up myself, but there's no denying it is fast and tricky. You play an undercover cop scrolling along looking for the big baddie himself and shooting his minions, the





above, you see tanks rumbling through the streets, and taking every opportunity to fire deadly missiles in your direction. The tension mounts as the Thunder Blade swings wildly to avoid the buildings hemming it in on all sides, and dives low in order to destroy the tanks. Diving low makes the tanks easy to destroy, but also increases the likelihood of being destroyed. Flying high makes it easy to negotiate the buildings, but impossible to score any hits. The scrolling and graphics in this section are the best I've ever seen on the Spectrum — each building is ingeniously represented by a sort of stack of wafers, alternately black and white, creating the illusion of the building without significantly slowing down the action. On completion of this part, the Thunder Blade must be flown through the city again, but now it's viewed from behind.

This time round the city is much more treacherous, for as well as the tanks, helicopters also make their presence felt. As you are forced to swoop extremely low to hit any of the tanks, seeing the helicopters before they launch their deadly weapons at the Thunder Blade is nearly impossible. Once through the city your problems aren't over, for once you are over open land, Meercat jet fighters use the opportunity to launch their attack on you.

The quality of scrolling and the graphics are maintained in this section, and the way in which the tanks 'grow' as you approach them at speed is breathtaking — and it's almost worth getting killed just to see the tanks in full detail for a moment or two before restarting the game.

Should you survive this part, then it's back to the view-from-above playing style as you progress along an aircraft carrier, TRYING to destroy all the aircraft on board. This is made yet more hazardous by the rows of guns which run the full width of the ship and fire in unison, leaving you to dodge around eight missiles at once.

Next stop is a canyon, along which numerous tanks are running, just waiting to be bombed by the Thunder Blade. Again, this would be easy, if they didn't keep firing back, and if the canyon walls weren't so close to your rotors. This was as far as this humble pilot managed to get, so beyond this, who knows what horrors lie?

First of all, whoever is responsible must be congratulated for the best scrolling and graphics I have ever seen on the Spectrum. Admittedly this will involve a lot of multi loading for most Speccy players, but when this type of quality is the result, it is worth the fiddling.

Addictiveness is also there in abundance, and this is helped by the variety of gameplay — in the sections I played, the tactics varied from zooming along swooping at targets, to slow, deft and tricky dodging, which kept your mind one hundred per cent on the game. Although I have given *Thunder Blade* megagame status, I do have a couple of reservations. It sometimes seemed impossible to judge when you were about to be hit, which makes progressing a little random. I also wonder how long it will take the average *YS* reader to complete the game, and I suspect that the answer is not too long. Reservations aside, however, this has got to be the whammiest, most jaw-dropping game I have played this year.

YS CLAPOMETER

Brilliant scrolling and graphics combine to make an excellent shoot 'em up and faithful conversion from the coin-op.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

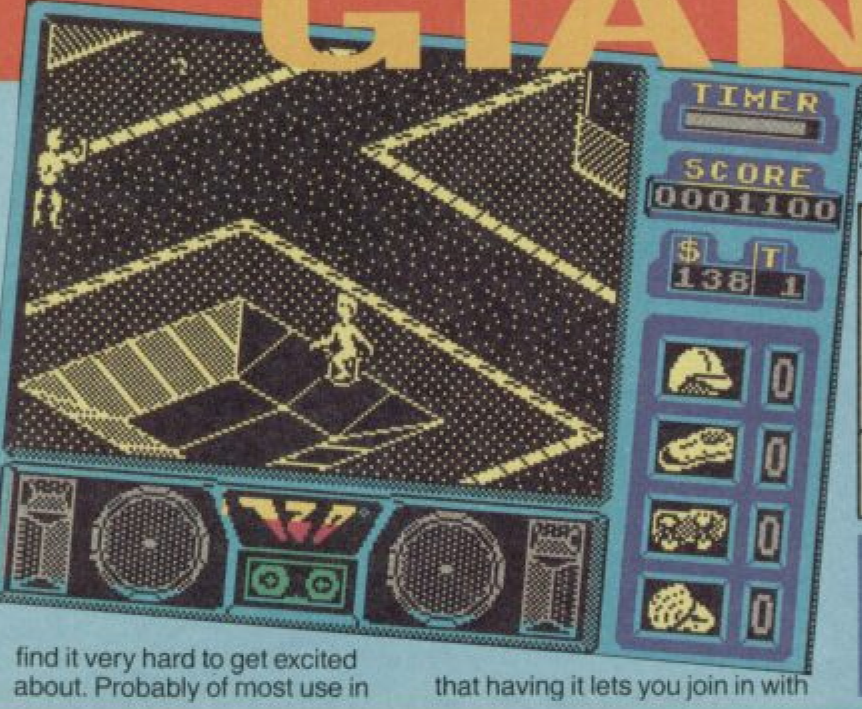
...TERS GIANTS

novelty coming from the fact that for most of the time there is a catwalk above you that you can jump on should the need arise. It got nine and a megagame award originally. But I'd say eight was more like it.

720°

Really rather nice. Simple but effective graphics as you skate around doing tricks to earn points and go on to greater things while all the time avoiding that perennial skater's nightmare, the killer bees (!). Sharp and clear, it's a lot of fun, so we'll give it a nine and a megagame (or at least we did in Jan '88).

Not a bad collection, but one I find it very hard to get excited about. Probably of most use in



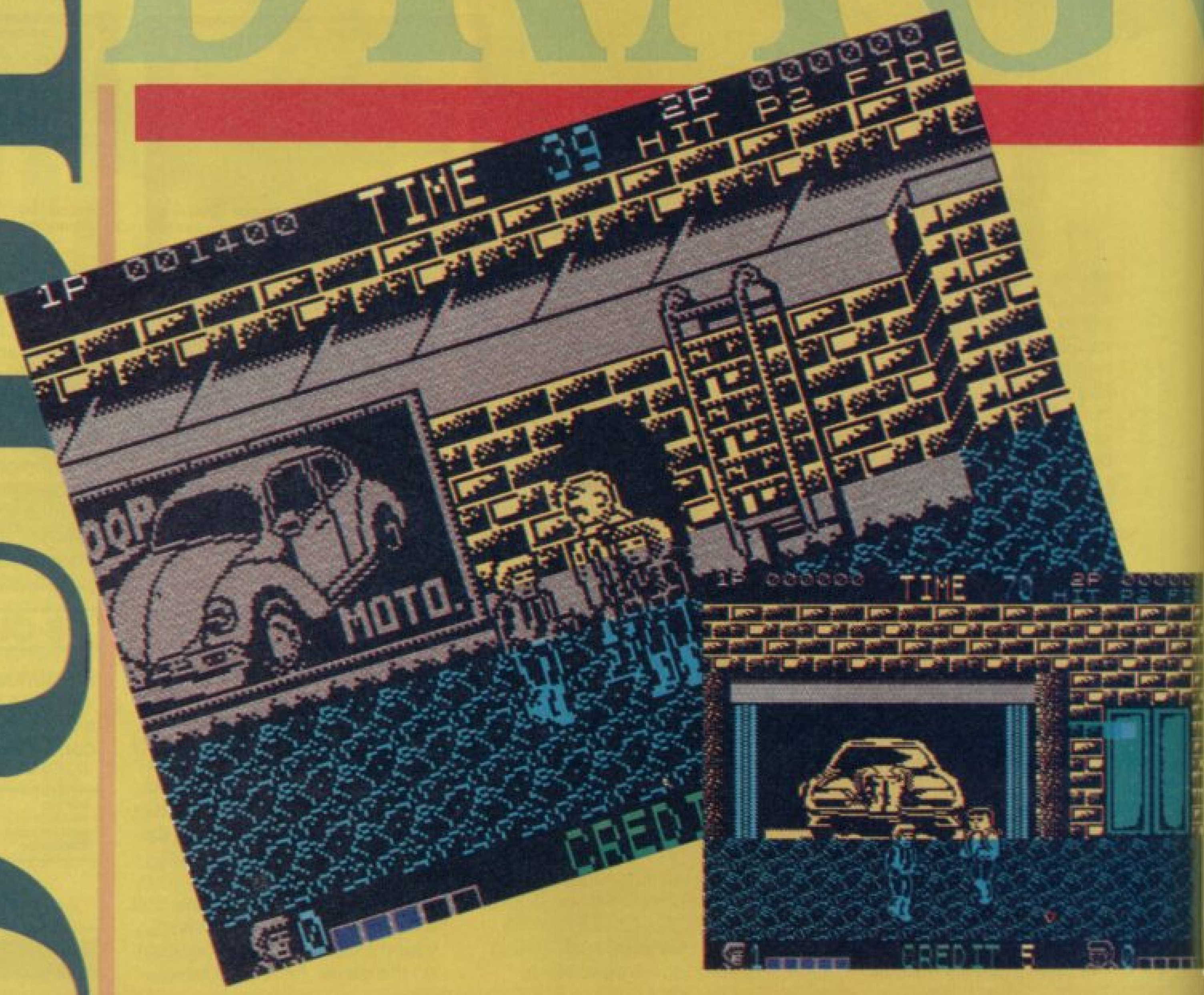
that having it lets you join in with your friends (*"Outrun* was crap on the Speccy," "No it wasn't", "Yes it was,".)

YS CLAPOMETER

A collection of big name arcade conversions, nearly all of which are competent but disappointing.

7

DOUBLE DRAG



Melbourne House/£9.95 cass

Jonathan It's as if these Eastern types didn't have anything better to do all day. I mean, all we seem to hear about is them dashing about, laying into each other with kicks, headbutts and other assorted acts of violence. Distinctly unsporting, and probably completely untrue too.

But whatever the reason, they're at it again. Once again the dimly-lit backstreets of the city echo to the sound of arms being dislocated, kneecaps being cracked and plans for future generations of karate trainees being abruptly terminated. And as usual it's all over a woman. Yup, a damsel in distress; being held prisoner by the Black Warriors. Squawk! Sexism! Just as well we Spectrum owners are a pretty unimpressionable lot.

As we previewed this one many millennia ago, I don't need to mention that it's a conversion of the very juicy coin-op, it multi-loads (even on 128K) and it's possible to have two players doing it at once (hence *Double* y'see). Or that it pits you against literally(ish) billions of different assailants, all armed to the tonsils and bitterly opposed to your policies regarding the rescue of the aforementioned damsel.

It was also pointed out that the graphics are quite good. Sort of 3D, with bits you can climb up, in order to leap down onto your opponent with a toenail-curdling scream. (You have to supply that, as the sound FX are pretty seedy.)

As is normal in predicaments of this type, the only way to tackle the game is to battle through a number of scrolling levels. Five actually, although a couple of them are broken down into two loads. Due to the system of 'credits' used, losing your last life doesn't necessarily mean packing it in, dumping the computer out the window and going off to soothe your fevered brow with an iced Ribena. Just press fire, watch your score reset to zero and carry on the fight.

ON

This means you should get to see most of the levels without too much hassle, although, as in the arcade, you tend to run out of ten pees at the crucial moment.

You'll remember that I said there were quite a few baddies to contend with. Well there are, and quite a few of them come armed with an implement which, if left in their hands, could cause serious remodelling of your anatomy. The answer is, of course, a well-placed kick in the fruit counter. This causes them to be parted from their weapon so you can use it for your own enjoyment. Once in possession of their knife, whip or whatever you're in with a much better chance of success, particularly against those big guys who just never seem to give up.

Ho-hum, you're thinking. So what? I've been beating the egg fu-yung out of ninjas for years, what's so special about this one? Ah ha, well the fun doesn't really start until you get one of your chums to come round and plug himself into joystick port two. Then you can distract one of the baddies while your accomplice nips round and gives him one on the botty. Much more relaxing than being out-numbered 89 to one and getting duffed up before you've even had a chance to work out which bloke you're s'posed to be in control of.

It's a perfectly respectable conversion of the coin-op, on the whole. Nice to look at, great to play, even greater with two players, and plenty of levels to load in if you're into desecrating your tape-deck.

A generally competent beat 'em-up, and one you're likely to return to again and, er, again.

YS CLAPOMETER

Beat and slash like you've never done it before! And try the game too. It's a cracker!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



HELLFIRE ATTACK

Martech/£8.95 cass/£14.99 disk

Macca The Super Cobra feather-weight attack helicopter is humming ready for take-off. Its 20mm three barrel rotary cannon is smouldering for action. The laser-guided 'launch-and-say-goodbye-cruel-world' missiles are smoking in their silos. Ahead of you lies mile after mile of hostile graphics.

And they know you're coming.

Hmmmm, a suspiciously similar storyline to *Thunder Blade*. Must be a coincidence.

You fly (in the jerky 3D scrolling sense of the word) your helicopter as the landscape pushes painfully under you. Enemy helicopters and war-planes limp out of the blank horizon, gradually approaching as growing lumps. You steer left and right with the landscape shifting with you, avoiding the clumps (missiles), blobs (bullets) and lolly-pop sticks (planes). The idea is to reach the end of the level and load the next scenario.

The graphics are poor — and I'm being a generous open-minded person to say that. Your propellors don't shift; the rear view of your copter is bleak and uninspiring; the enemy planes and choppers are just blocky pixels; and the landscapes are an indescribable mish-mash of graphics, which the Speccy attribute problem can only emphasise.

Playability-wise the key controls are fairly responsive, but the almost involuntary flip-over-and-fly-upside-down feature is instantly disorientating. Plus the fact that your chopper can easily become lost in the attribute/graphic soup, just didn't enamour me of the game at all!

Hellfire Attack is about as addictive as a corpuscle. The dire graphics, awful screen design, and sheer icky-ness make it a likely candidate for the Mothball Substitute Of The Year Award.

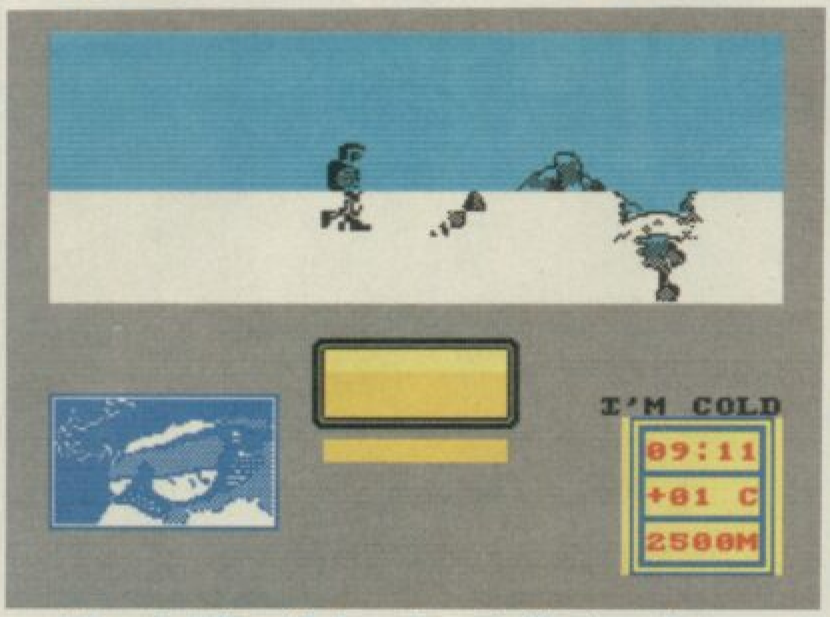
YS CLAPOMETER

An uninspired chopper game. Give it the chop.

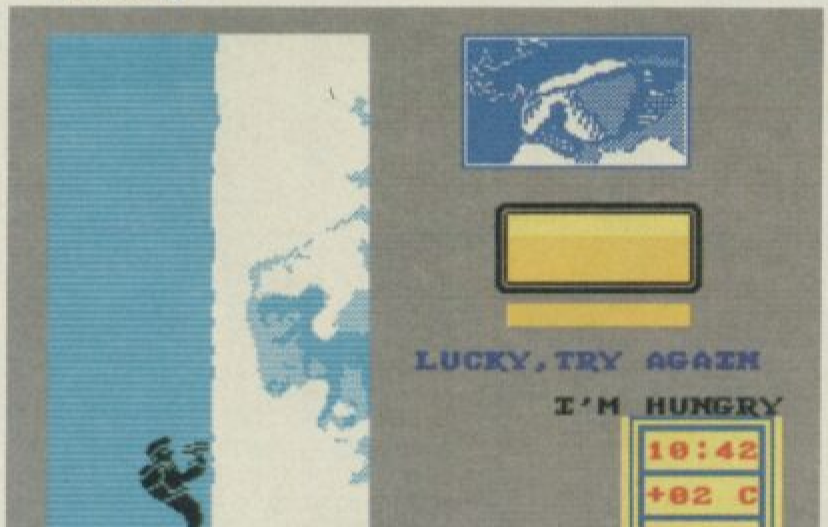
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4

FINAL ASSAULT



1. It may look like a tribal war-dance, but it gets you there eventually.



2. Urgh! What a time to get an itchy bot!

Epyx/£8.99 cass/£12.99 disk

Jonathan Through clouds of swirling snow, a lone figure can just be made out clinging perilously to the side of a sheer face of ice. He looks around, wiping the frost off his NHS glasses with the sleeve of his yellow anorak. Resting his rucksack on a ledge, he glances at his watch (Dixons £4.95). Time is running out. He must reach the summit by nightfall...

Such is the frame of mind you need to be in to have a crack at the newie from Epyx. Laser cannons, mystical orbs and ninjas will have to be forgotten, as *Final Assault* is a thinking man's game, although it might also appeal to the joystick-wagglers among us.

If you can remember *Everest Ascent* which came out years ago you'll be on the right lines. This is lots better of course, but the ideas are pretty similar. As you may have guessed, you're trying to get to the top of a mountain. I never really understood the point of this. It's not as if there's going to be much up there, apart from a few discarded cagoules and the odd Kendal Mint Cake wrapper. But that's what you've got to do.

Before you can set off there are the usual procedures to go through. Having decided that you want to climb the mountain, there's your route to be chosen. These range from easy to almost nauseatingly impossible, so naturally I plumped for the latter. Honest.

Then there are a few minor details to clear up — for a start your equipment needs to be sorted out. Do you really need to take three teddy bears *and* a hot water bottle, or would it be better to use some of the space for a set of golf clubs in case you find a suitable plateau to take a few practice shots on? Decisions, decisions. Luckily from now on the joystick takes over.

Obviously a full-time member of the Ministry Of Silly Walks, your climber sets out across the ice. Nothing difficult here. Just try not to fall down too many crevasses (you can test the ice if it looks a bit dodgy). This is also a good time to get all the bits and pieces out of your rucksack that you think you might need for the ascent.

Sooner or later you'll come across the first cliff, probably an icy one. If you know what carabiners, jummars and pitons are, you'll find this bit easy. If not, you'll still find it a bit of a doddle as all you need to do is push the joystick up, push it down and then press the fire button. This causes the climber to go through the motions of climbing, and you'll soon be at the top.

The other part's much more fun: rock climbing. Search around the cliff face for hand and foot holds. Tremble as you place your foot on a tenuous ledge. Scream as it gives way, and you feel yourself slip. Sigh with relief as your rope saves you from certain death. You remembered to pack the rope, didn't you? If not, the little bloke plummets to the ground and is dashed to pixels on the rocks beneath. Always gets a laugh.

If you survive all this (each route consists of a mixture of these three elements) you're 'treated' to the victory tune and, after a quick swig of cold coffee, it's time to think about getting down again (although you're mercifully spared actually having to do this).

As seems to be the rule with Speccy conversions of these American games, the graphics are a bit patchy. The occasional nice backdrop, but merely functional sprites. It's all in the gameplay and, while things may not look too impressive from a distance, it's very easy to become absorbed.

It won't keep you hooked for hours at a time, but in the months ahead, when you're bored of your Christmas pressies and just can't be bothered with exam revision and all that sort of stuff, you may well find yourself saying "Gosh! I know! I'll climb a mountain!"

YS CLAPOMETER

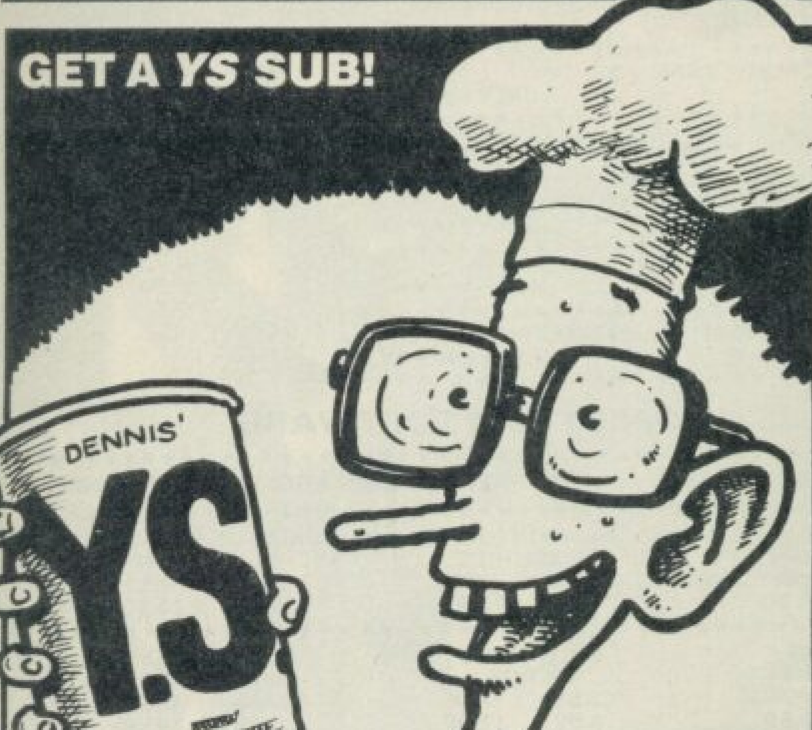
If assaulting mountains appeals to you, you'll find this one pleasantly playable.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■□□□

7

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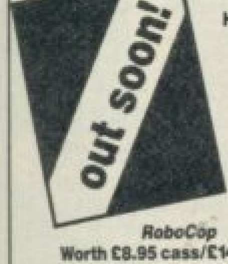
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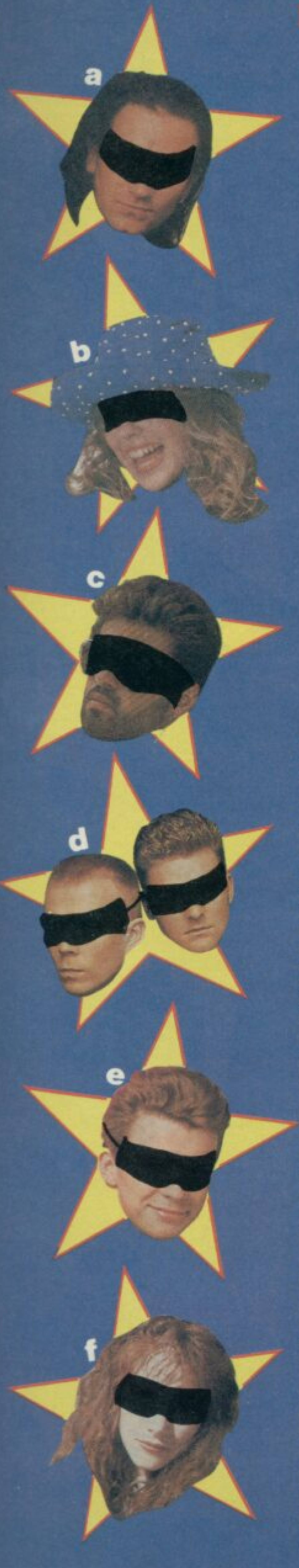
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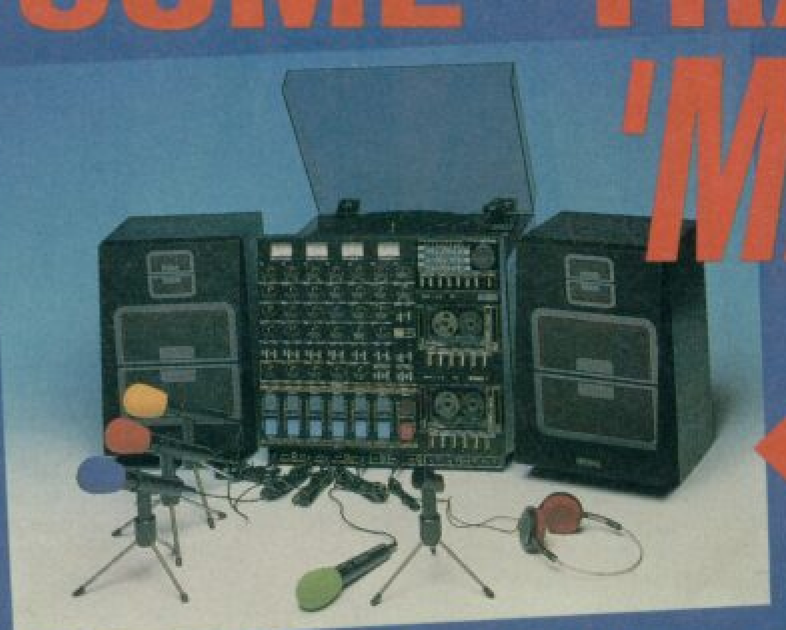
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Plus
Five copies of *Mike Read's Computer Pop Quiz* by Elite and five £10 record tokens!

Ever 'fancied' yourself as a birrova pop-toff: Matt, Luke or Ken from Bros, for instance? Or maybe you see yourself as more of a Kylie Minogue, strutting your stuff in an altogether squeakier sort of fashion. Maybe you'd plump for a pop 'instition' like Noddy Holder, or even Cliff Richard (the Pop of the Tops). Once you've reached these dizzy heights you'll find yourself invited onto all manner of swank 'pop-shows', the pinnacle of which is the *Radio One Pop Quiz* with Mike Read, where you lounge around with several other pop stars answering music questions and generally being glib. And guess what? We're giving you the chance to do just that. First prize in this compo is an absolutely brilliant Amstrad Fidelity Studio 100 (worth £300). It's not only a hi-fi system (record player, double tape deck and tuner), it's also a mini recording-studio. When you've finished listening to your Bros albums (oo-er) you can drag together a couple of chums and actually 'become' the hunksome trio, although there'll probably be arguments over who gets to be Ken. There are four microphones and a mixing desk, so you can get a four-track 'demo' tape together, which you can send off to a various recording companies. The next stage is fame, and, of course, the invitation onto *Mike Read's Pop Quiz*.

Five lucky runners-up get the chance to pretend they're on the *Mike Read Quiz*, 'cos we're going to give each of them a copy of Elite's *Mike Read's Computer Pop Quiz*, which is just like the real thing, only you can play it on your Speccy. And that's not all. Oh no, matey — the five runners-up get a £10 record token each as well. Swoon.

WHAT YOU ACTUALLY HAVE TO DO

If you look at the pictures of the 'pop' 'stars' on this page, you'll notice something vaguely spooksome about them. That's right! They're all wearing weird masks. All you have to do is mentally remove these 'masks' and exclaim 'hey, I know who that is — it's... and then jot your answers down on the coupon (i.e. if you think the mush behind mask one is Carol Decker then write her name next to number one on the form). Simple as falling off Jason Donovan, wouldn't you agree? When you've finished cut out the coupon, sellotape it onto Gary Christian's head (or a postcard) and send it to Blimey, I'm Going To Be Really Famous Soon (Oo-er) Compo, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Entries to be in by February 28th, 1989.

Erasure	**Tiffany**
Bono	**George Michael**
Kylie	**Rick Astley**

I've mentally de-masked the pop-scoundrels, and this is who I think they are.

1) ....
2) ....
3) ....
4) ....
5) ....
6) ....
Name ....
Address ....
.... *'zip' code* ....

RULES

- Artists on the Dennis Publishing or Elite recording labels are to sit this out in the sound technician's booth.
- If your entry gets here after 28th February it'll go down the 'pop' dumper.
- As per usual, no bickering with T'zer's decision — it's final.

HUMAN KILL

***Human Killing Machine?* The sequel to *Street Fighter?* Blimey! *Duncan MacDonald* hides behind a sofa and tells us about it by flashing a torch in morse code. Will he be spotted though?**

Now, I've always been nervous of sewing machines: nasty little mechanoids — get your finger stuck under the needle bit and things could get pretty painful. Washing machines too are pretty menacing as far as I'm concerned; if you somehow get your arm caught in the 'business hole' during the tumble-dry sequence you could well find yourself in more than just a 'panic situation.' The list of scarey machines is endless — Robochefs, pasta-making machines, fruit-juice extractors and even electric can-openers have me quivering like a wreck in the dingy corner bit of the kitchen. But no more! Go! has supplied us with a machine far more deadly to worry about — it's a *Human Killing Machine,* and believe me, I won't quake at the sight of a garlic-press ever again.

Remember *Street Fighter,* with it's big (big big) sprites, in which you got to kick, bash and slash (Oo-er) it up against backdrops from various locations throughout the world? You do? Well, *Human Killing Machine* is the sequel. The problem with *Street Fighter* was that it was just too easy to finish off your assailants — if you crouched down and hacked away at their ankles with your foot for long enough they'd soon topple over and cash in their chips. Not so with *Human Killing Machine* — not by a long chalk by cracky, so cast those negative thoughts from your minds. Oh, and read on.

You get to play Kwon, who is very angry because his name is an anagram of Wkno, (easily annoyed is our Kwon). Kwon, basically, has to travel the world meeting interesting people and beating seven tons of, erm, 'you know what' out of them.

Starting off in Moscow, with a Kremlin backdrop, you first meet Igor. Big lad is Igor, and he's got a rather large weapon (Oo-er), in the form of a rifle, which he

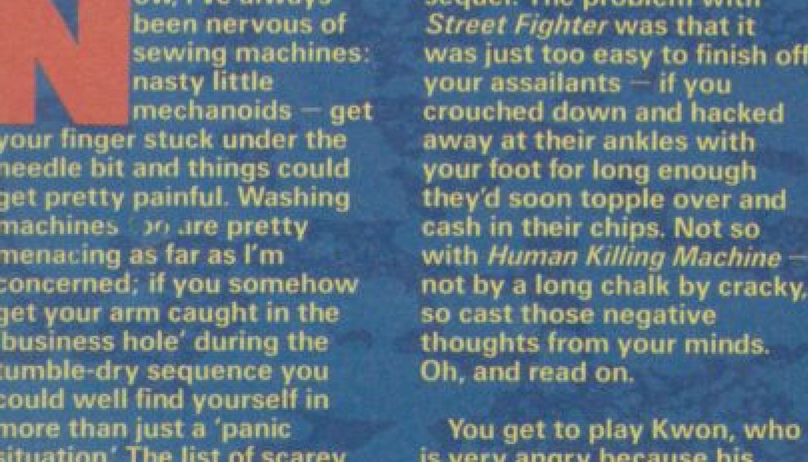




ILLUSTRATION BY NICK DAVIES

ING MACHINE



seems intent on butting you with. Knock him down three times and he's a goner, but then on to the screen leaps his faithful hound Shepski (down boyski). Guess what you've got to do to Shepski (but don't tell the RSPCA)? Once the Russian hound has



been sent to the great *That's My Dog* gameshow in the sky, it's on to pastures new, in this case Amsterdam.

Against a seedy nightclub background you've got to fight it out with two 'ladies of the night', Maria (who's quite 'tasty' — in more ways than one) and Helga (who's built like a brick dunny). Level the lasses and it's off to a bull-ring in Barcelona. Here you'll encounter Miguel, a not very friendly bull fighter. Knock the chump down and you'll encounter something even more unfriendly — namely Brutus the bull, who should be grateful to you, but unfortunately isn't.

Next stop it's a country house in Germany. Watch out for the flying bottles launched by Hans the waiter, and then prepare to meet Franz. Unfortunately we're not talking Franz Kafka here, cos Kafka would be a bit of a pushover in a fight. Nope, this Franz has more on his mind than writing depressing stories about people turning into giant insects and things. This Franz is a violent sonovabitch as opposed to a morose one. Get past this stage, however, and it's onto everyones favourite holiday spot — Beirut.

I could describe this backdrop as a mess of tangled building debris and rotting corpses, but I needn't bother — the word 'Beirut' sums itself up really, doesn't it Spec-chums? Your assailants in this cheery place are Sagan (a swarthy, mean and shifty Arab) and then Merkeva, who's as big as a banana tree and eight times as deadly. Then it's back to Moscow again for another 'tour of duty', only this time around things are looking *really* tricky.

The graphics in *Human Killing Machine* are nicely detailed and everything moves well. You can perform a wide variety of fighting moves, and each time one of your blows connects, a little 'pow' icon flashes up (like in the *Batman* TV series). The game unlike it's predecessor, looks as if it's going to be incredibly difficult. Take it from me, it's a blast!

FAX BOX

Game .... *Human Killing Machine*
Publisher.............................Go!
Price.................................£8.95

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PETE'S PUZZLERS

Even before you've had a chance to let your Chrimble Pud go down, *Pete Shaw* returns to pose some puzzlers...

ALL ABOARD!

Right, let's kick off with this month's Prize Puzzle from **Camilla Cockshott** in Towcester. It's a brain blender!



A goods train, made up of a locomotive and five trucks, stops at a small station. The station has one siding which can only hold an engine with two trucks.

A passenger train is due — so how does the goods train let it through?

If you want to win some software, then write down the answer to this little teaser below and send this coupon off to The Train Just Arriving At Platforms 5, 6, 7 And 8 Is Coming In Sideways Compo, *Your Sinclair,* PO Box 1509, Enfield, Middlesex, EN1 1LQ, to arrive no later than February 28th, 1989.

I'm no chuffin' fool, here's my answer...

....

....

....

....

....

Name ....

Address ....

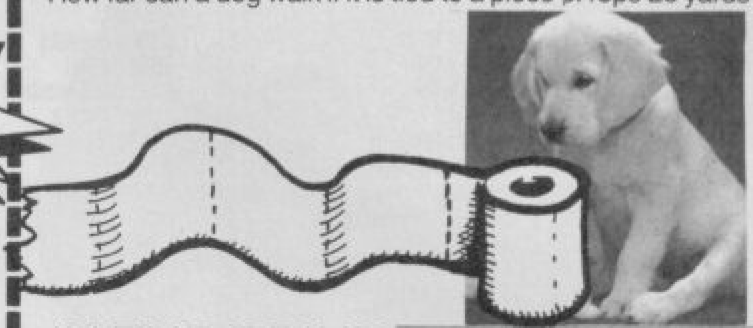
....

.... **Postcode** ....

A SHAGGY DOG STORY

Allan Forsyth from Norwich is to blame for this puzzle folks...

How far can a dog walk if it is tied to a piece of rope 25 yards long?



IN THE DRINK

Ta, everso, **Stuart Dawson** from Hillingdon, Middlesex (Hmmm, very near mon own residential palace), for the next teaser...

Three men were rowing across the English Channel when their boat sprang a leak and sank.

All three men fell into the water, but one of the men didn't even get his hair wet. Why?

ODD ONE OUT

Hang on, it's **Allan Forsyth** from Norwich again... (you just can't keep a good teaser down, eh?)

What do White Rhinos have that no other animal has?

SWEET 'N' SOUR

Oh, alright, since you're here **Allan,** let's hear another one...

Two bags, one filled with flour and the other with sugar are dropped by accident and have their contents mixed up. How would you separate them?

IN TRAINING

Choo! Choo! Two trains leave the same town at the same time and travel exactly the same distance to their destinations. Train A takes one hour and 20 minutes, but train B manages it in just 80 minutes. How is this done?

WHAT'S HAPPENING?

Thanks to **Paul Morren** of Fintry up in Dundee for the idea behind this puzzler...

The man who owns the water company has just been released from prison and is pushing his car to a hotel, whilst the man with the dog has just been given £200 for speeding across London. What's going on?

GOT A LIGHT, MATE?

It's **Robert Smith** from Ammanford, Dyfed, isn't it, boyo... (And thanks also to **Sean Flanagan** from Bognor Regis who sent in the same puzzle this month)...

If a man in a boat has a packet of cigarettes, but absolutely nothing to light them with, how does he get around the problem?

GET THE PICTURE?

If you don't then turn to page 98 for the answers. Oh and a word of thanks for sending in your puzzles this month, but of course I'd be more than happy to see a lot more. There's free badges and software up for grabs if you get your puzzle printed as the Prize Puzzle, and some goodies for everyone who gets their name in there!

So send your puzzles in now, to Pete's Puzzle Page, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.

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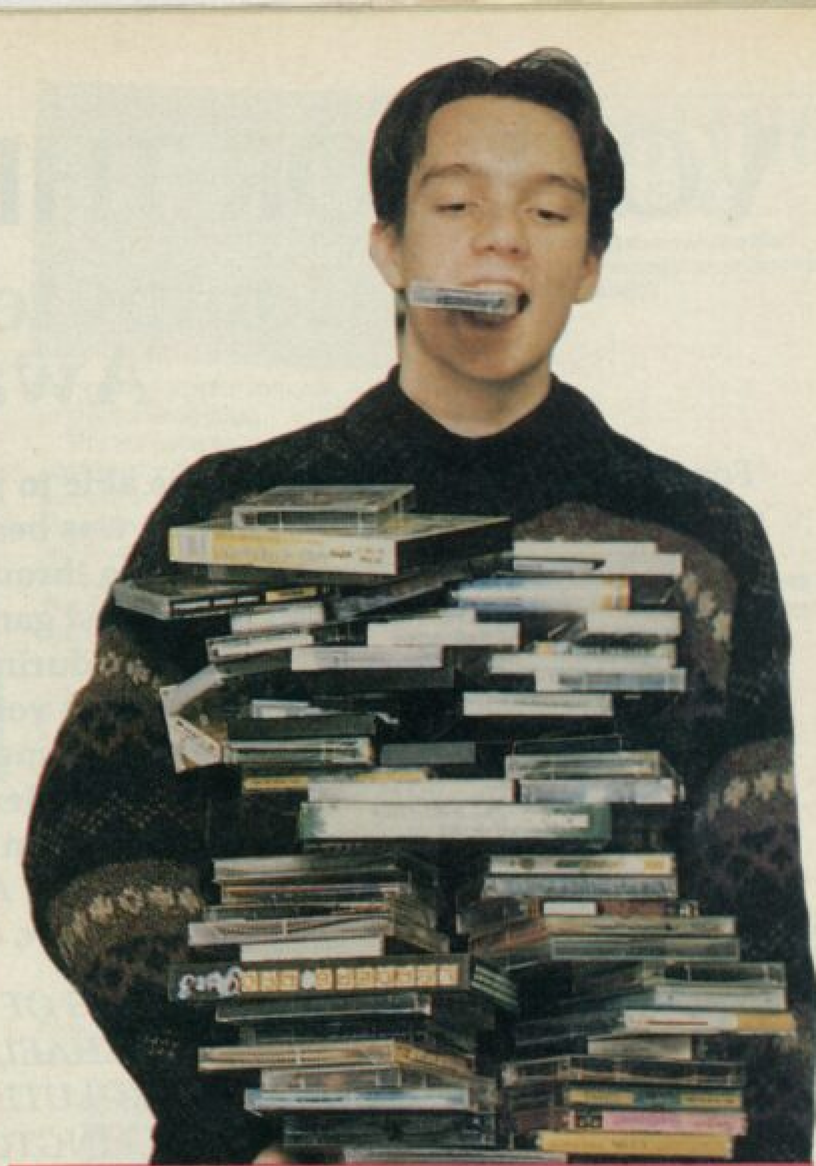
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4 MEGAGAMES FOR UNDER A TENNER!



Honest guv! Sounds well dodgy dunnit? That's what we thought so we sent David 'Miserly' McCandless out with a crisp new tenner to boldly go where no stingebag had gone before (shopping) and not to come back until he'd found four YS megagames. We didn't think he'd be back. He didn't think he'd be back. We were wrong.

Talk about Mission Impossible, this was flamin' Mission Inconceivable. Four megagames for under a tenner? There's no such thing. Well at least there wasn't until a cunning lobe at the back of my brain remembered that a load of old ripsnorters were being released on budget labels. Mind you, by today's standards these games may be a molecule less than kosher but – hey! a megagame's a megagame no matter what epoque you're living in.

But there was a problem.

There were mounds, piles and heaps of past corkers to be had in the shops. All the companies had realised the potential market in resurrecting games, jumped on the exact same bandwagon and nearly toppled over. So I, being what I am, (insert your own joke here) picked out the top four blasts from the ghost of the past, the best four raves from the grave, and then rounded the rest up for you to delight over during the post-turkey blues.

GAUNTLET

Kixx/£2.99

Yes, the metal glove that reduced many a games player into a shivering sleepless wreck. This is one of the only coin-op conversions that ever really captured the addictive essence of the original and was the big Christmas hit in '86. I was enchanted by this one for months.

If you don't know already the idea is to direct your beefy medieval hero (or heroine) on a quest through billions of multi-load levels, fighting off hordes of ghosts, ogres and grim reapers, collecting potions, treasure and extra-weaponry, sifting through caverns, mazes and bonus screens, blasting, exploding, pulverising, shooting... aarrghhh! It's brilliant! The creatures are fairly brainless, churning about, chasing you. They're fairly easy to dispatch as well, a couple of well-timed axes down their ectoplasmic

VOTE FOR THE BEST IN 1988

Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

ALL VOTES MUST BE IN BY FEBRUARY 24th

COMPUTER LEISURE AWARDS 1988 VOTING FORM

1) Please tick the computer format you are voting for:

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the BEST **GAME OVERALL** of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

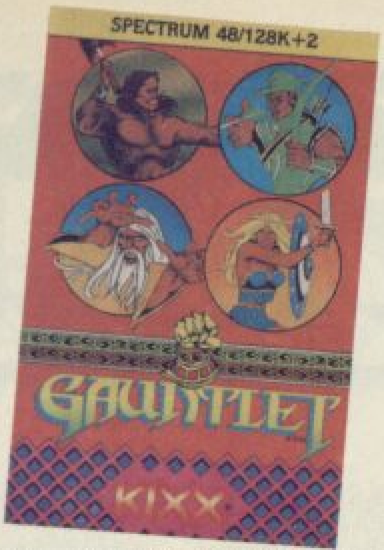
1. Best ARCADE game
2. Best ADVENTURE game
3. Best STRATEGY/WAR game
4. Best MUSIC with game
5. Best USE OF GRAPHICS

Name ....

Address ....

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gullets usually does the biz. You race towards the exits but doors block off sections of the maze, so keys must be collected to open them. The mazes become progressively more complex and progressively more populated with nasty cultures. You collect extra weapons and deal death in a fun way.



The graphics are a little simplistic, the colours a little garish and the multi-load a bit tedious, but all these niggles are swiftly forgotten when you experience the pleasure of simultaneous two player action. Playing with a friend (at the computer, I hasten to add) lends another dimension to the game. You can be savagely nefarious and leave your partner to the Reaper's mercy, be savagely sadistic and shoot him 'accidently' or even be savagely co-operative – either way it's bags of fun and well worth the money.

URIDIUM

Rack-it/£2.99

Superb shaded graphics, impeccable animation, fast and smooth scrolling (not a common combination on the Speccy) and of course that completely addictive gameplay all go to make *Uridium* possibly the greatest Commodore to Spectrum conversion of all time – no kidding.

You cruise along in space as the impressive battleship rolls under you. Its defence systems are activated, alert sirens sound. Intricate waves of aliens streak forwards (mechanical



doughnuts, starfights and lemons) intending to mount your head over their mantelpieces. You fight – a fiery altercation in space – spinning and weaving, flipping over with stylish animation to avoid their fire, dodging the walls and pillars that rear up all round, raining your lasers on the surface of the ship. You win the fight, land and warp to the next mechanical behemoth – wondering about the fifteen more to be destroyed after that.

The graphics are fluid and fast, and grappling with inertia is a difficult and skillful affair. The scrolling is



impeccable and alien attack waves tough and faster than a speeding bullet or clichés to that effect. In fact though *Uridium* was released in October of '86 it still looks pretty good today.

If you are extremely prejudiced towards aliens, want to fry their butts off, and would like to pilot a ship at incredible speeds then *Uridium's* the game for you.

SABOTEUR

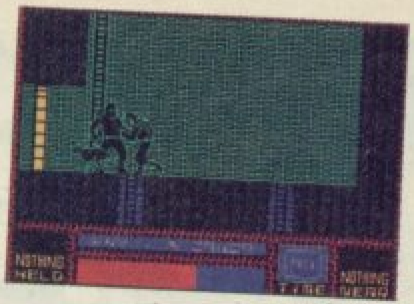
Encore/£1.99

Saboteur is an ancient game which stunned when it first attacked the market way back in June '86. The realistic figure graphics, the sheer size of the map and fast gameplay add up into an arcade adventure that still impresses to this day.

The idea is to control your mean, moody muscular ninja as he penetrates a massive warehouse complex, recover some stolen computer disks, kill the multitude of ninja guards, and naturally blow the entire warehouse into yesterday. No hassle!



You infiltrate the building by swimming in under cover of night, padding across the wharf and pouncing through a window. Crates and fuel drums lie piled here and there and you use them as cover to sneak up on the guards. The tapes are hidden somewhere below ground while your escape helicopter is on the roof. You use ladders to climb between the floors, but there are dogs and security



cameras out there to stop you. And time is counting down . . .

This is a game to be reckoned with if you like your beat 'em ups to have purpose, intricacy and addictiveness as well as the habitual death, blood and bruises. And you *Saboteur* fans out there should be interested to hear that *Saboteur II* is on its way from Elite soon!

CAULDRON

Silverbird/£1.99

This game turned some heads and bulged some eyes when it first appeared eons ago, September '85 to be exact, mainly because of its colourful graphics and witch-orientated originality. And surprisingly enough there was a game behind the prettiness.



You play a hag zipping around on your bog-standard Acme broomstick on a quest for the legendary, all powerful, all gleaming golden broomstick and the extraordinary cleaning powers that come with it. In your way are bats, badgers and all types of nocturnal nasties hell-bent on preventing you. Your quest takes you across scrolling hills and dales, mountains and gorges and the customary underground caverns and tunnels.

Gameplay is fierce with the nasties tenaciously after your green blood. Both the witch and the creatures are represented in excellent stylish form and some of the underground caverns would stump even the hardest of the hard game-players.

Cauldron isn't technically exquisite and probably wouldn't stand up as a full price game now but it was brilliant in its own right with inspired graphics and fiendish difficulty.



BUBBLING UNDER . . .

And if you weren't stunned by the four previous *YS* Megagames I chose, here's six more worth looking at!

1

Wizards Lair Blue Ribbon/£1.99
An *Atic-Atac* clone that drew parallel with its idol. Polished, fast and colourful – brilliant. First released: November '85.

2

Commando Encore/£2.99
Featured in the Berkmann budget round-up last month. Totally awesome and absorbing vertical shoot 'em up in the Rambo/mindless vein. First released: January '86.

3

Fighter Pilot Silverbird/£1.99
Realistic and fast flight simulation originally from the masters of simulation, Digital Integration. Still knocks the spots off most similar games today. First released: March '85.

4

Combat Lynx Encore/£1.99
3D unfolding landscape helicopter simulation game. Colourful, complex and compelling. Only for heli-buffs. First released: January '85.

5

Bomb Jack Encore/£1.99
Classic coin-op conversion from Elite. Better than all other computer versions of *Bomb Jack* you'll EVER play. Now there's a statement. First released: May '86.

6

Airwolf Encore/£1.99
This terrifically hard and graphically sparkling helicopter shoot 'em up based on the TV series with the same name has you fighting with inertia and bullets. First released: Janaury '86.

YS ADVENTU

Trainspotter. Yes, that's right, I said Trainspotter. I know it's not the *Letters* page, but this month I must claim a Trainspotter Award for spotting a slight blunder in the December issue. The two adventures reviewed, *One Beast* and *One Dark Night*, got their marks mixed up — though this was obvious once you read the reviews. *The Beast* should have got an overall 8/10, and *One Dark Night* slightly less at 6/10.

So I claim my Trainspotter Award, and Jackie, the *YS* Production Editor gets a slapped wrist. (*Ouch. Jackie*) Oh, and apologies to Marlin Games who publish *The Beast*. Now, down to business.

I've had a letter from a very rich man this month. His name is **A. Non**, and he must be rich off the royalties of all those poems he's written. I didn't realise his first name was Arthur, but you learn something new every day. Arthur Non comes from Romford, and after asking me six trillion questions on adventure games he also asks if anyone out there can help him get a copy of *Sheerluck Holmes And Dr Witsend?* This is from a firm called Speccysoft, whose address I've lost, so if you're out there, lads, here's your chance to make another sale. Arthur's address is 18 Pen Gardens, Collier Row, Romford, Essex RM5 2JF.

Next, where can Arthur get hold of *Dodgy Geezers, Murder Off Miami, Vera Cruz* and *The Sidney Affair*? Why haven't we or other magazines reviewed *Not A Penny More, Not A Penny Less?* Probably because it's the worst adventure ever released. Whatever happened to the full release of *The Great Peepingham Train Robbery*? Good question — wish I knew the answer. I'm waiting for the author to let me know. Will Rainbird release a +2 version of *Corruption*? Nope, because it won't fit onto tape. Next.

Steve Harvey of Cwmbran asks what to do in the cell in *Inspector Flukeit*? DICA EHT PORD. What to do about the missing person at the monastery in *Terrormolinos*? YBSGRANS RM LLAC. And where are all the photos in the same game? Four at the beach, one at the island, one at the wine-taste, one at the bull-ring, one at the monastery, one at the disco and one in the Plaza.

Daniel Haigh from Wigston Magna tried to be a Kind Soul back when the October issue appeared. **Ian Jacobs** of James Street in Lampeter was stuck in *A Journey One Spring*, and Daniel said when he read it he jumped up and shouted "I've got that game as well!" He says this was very embarrassing as he was in his maths class at the time. So during physics he wrote to Ian to answer his question, but the letter was returned by the post office saying there was no such



address in Lampeter. I've checked my files and there was no misprint on the address, so if you're still out there Ian, and still lost, this is what Daniel says you have to do, in a forwards-writing direction: sit on the tree-stump, take the staff to the altar, climb it and touch the plaque with the staff. Then go down twice, along the passage and up. Get all and rub the orb. Go south till you can go no further then drink the potion — after that you're on your own.

Daniel also asks if there's any chance of throttling the Ed so she puts an adventure on the cover. What, throttle our lovely Ed? I don't think that'll work. (*You could try bribery and corruption though! Ed*)

Ben Benson of Okehampton asks several questions on Smart Egg games, 'cos he's mainly held up by what turns out to be red herrings — a weakness of Smart Egg's. In *Rigel*, forget the factory gates and use REVIRDWERCS EHT to deal with the grille in the ventilation shaft. To cross the bridge, STNEMUCOD MORF DRAC DI ESU. In *Serf's Tale*, one of the red herrings is ROOD KAO SSARB EHT. To get past the troll, SEHCIWDNAS EHT ESU. To get the chain, SYEK EHT ESU. And at the troll's bridge, PORP EKAT. It may not be mentioned in the text, but take it anyway. To get some clues about the Hydra in *Labours Of Hercules*, type HELP twice at the Spring of Amymone.

Sue Medley Prestel'd me a message about *Hammer Of Grimmold*, and says that an earlier tip of mine about killing the sleeping orc doesn't work on all copies of the game — the problem was changed when the game was converted from *Quill* to *PAW*, but what the alternative answer is Sue doesn't tell me. What she does tell me is that she agrees with my praise for River Software's adventures, "definitely among the best about."

I'm in trouble again, this time over *Jinxter*, as **Dennis Reily** of Northallerton points out. I said that to get the saddle to the railway station you could just post it. Dennis says if you do that then you lose the 2-Ferg coin. The easiest way is to KCAS NI ELDDAS TUP that's the one dropped at the boathouse by Xam's mad gardener. Dennis also asks if he's alone in thinking *Jinxter* over-rated? I rated it quite highly as I thoroughly enjoyed it, but anyone's opinion might change if you had time to solve an adventure completely before writing the review. Unfortunately you don't have three months before you write your review, you're lucky if you get three days! Dennis says he finds *Jinxter* very illogical in the way you have to deal with some of the more complex problems. Anyone else feel the same? Anyone found that their opinion of an adventure does change for either the worse or the better the further they get into it? And what do you think about reviews anyway? Sometimes people disagree with me (like *Rigel* should have been a mega-game, not 'only' 8/10), but would you prefer more

in-depth reviews that were maybe a month later, or do you want to read about the latest games as soon as I can get them into the mag? Let me know what you think.

William Snowden from Cheshire has also been *Jinxtering* about, and he had written to me to ask why he'd only scored 195 points right at the end. He now knows why — on the tracks after taking the ticket, when you're told 'It's touch and go now . . . ', if you NIART RETFA NUR and then NIART OT PMUJ, you don't get any points, but if you NIART RETFA NUR twice then you do. William says he's also recently discovered a new way of losing luck, NEVO NI TEG at the bakery. (Only just discovered that — why, I could have told him that the first time I played!)

Lee Jon Powis from Bournville is currently stuck trying to deal with the sea monster in the second part of *Rigel*. To sort that out, RETSNOM TA ERALF ERIF.

Lillian Wonnacott from Torquay sends me a letter that shows she knows what I like: lots of kisses on the bottom! Much better than lots of boring old questions. But one question Lillian has to ask is what are the inputs needed to get into the computer building in *Rebel Planet?* She's worked out that it must be 010, but the computer rejects this and you only have three attempts. In fact the digits to enter are (not backwards this time) 101-010-101.

Ruth Golding is having a terrific time in *Bard's Tale*, despite being stuck, and wonders if any fellow 'sufferers' can help with the following: what's the correct answer to the Magic Mouth in Kylearan's Tower (N2 E12); where is the Spectre Snare; and how to input the answer to the Magic Mouth on level three of Margar's (N4 E10)? Ruth's worked out that it must be LIE WITH PASSION AND BE FOREVER DAMNED (and she's right according to my information!), but the game only seems to accept the first three words and won't accept the rest. Anyone else found the same problem? And more importantly, how to overcome it? If so let Ruth know at 11 Blackhouse Hill, Hythe, Kent CT21 5UL. I'm also grateful to Ruth for pointing out the main problem people have been having with *Blizzard Pass*, where the official clue sheet is misleading about trying to cross the fissure a second time. You have to cross a different fissure, where you won't be told to 'Be more specific' or that the rope 'Doesn't catch on anything.' To get to the second fissure, though, you must GNIR NRUT before pulling it out of the wall. Needless to say the unofficial *YS* clue sheet, otherwise known as a freebie, has got the right info in it. (Who said "Makes a change"???)

ILLUSTRATION: Anthony Colbert

Venture forth with Mike Gerrard



● Out of the ashes of the recently deceased Spectrum Adventure Exchange Club has risen the brand new Spectrum Adventure Swop Club, or S.A.S.C. for short. It's been set up and run by Paul Avis, a former member of S.A.E.C. He was sad to see the adventure swops side of the old club die, so he decided to do something about it — take it over himself. He's already got several members from S.A.E.C. involved, so if you want to swop your old solved adventures for new unsolved ones, then send a stamped addressed envelope for details of the club to Paul Avis, 49 Hewitt Road, Hanworthy, Poole, Dorset BH15 4QB.

● **Some of the smaller software houses complain that it's sometimes very hard to get their games reviewed in the magazines, and reviews are much-needed as they can't afford to advertise their wares. Well, here's one reviewer who's positively screaming out for games to review. No, it's not me, it's Rene Gisbertz, the Dutch answer to Mike Gerrard. Rene is an adventure reviewer for various Dutch magazines, and he's sent me some photocopies of his work to prove it. In these he's reviewed Gilsoft's *PAWS*, as well as various titles from Tartan Software and River Software, who were enterprising enough to try to pick up some Dutch sales.**

Rene tells me he's very keen to get hold of more British adventures to review, and there's a healthy Dutch Spectrum market that wants to read about them . . . and even buy them! There, I knew that would make you sit up and take notice. If you want to create yourself an export market as 1992 looms upon us, send your game with a solution and a note of the price, including postage, to Rene Gisbertz, Marktsingel 58, 6102 UX Slek-Echt, Holland, Netherlands. If you send a 19p stamp as well, then Rene will let you know the game's arrived and will also send you a copy of the review when it appears.

And is Rene a hard man to please? Well here's what he had to say about one Tartan offering: "Net als vorige keer weer 2 punten bij de waardering hieronder, eerste voor *Crown En De Tweede Voor Prospector.*" So now you know.

● Talking of Tartan, I've been permitted a peek at Tom Frost's new work-in-progress, *The Gordello Incident*. This will be in two parts, and I saw a rough version of part one, which has the brilliant but only provisional title of *"Background."* Almost as impressive as the title was the loading screen, which said "Loading screen still being written" on it!

The game uses the system that Tom developed for *Double Agent*, though more commands are now understood and there are far more computer-controlled characters wandering around the place. Tom's also obviously been looking around for a story that exploits the split-screen idea to the full, and I think he's come up with a cracker.

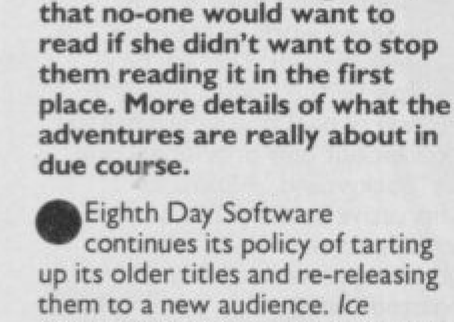
The year's 1999, and you are a special agent of some kind. Gordello is the name of a clinic in Switzerland and also the mad scientist who runs it. He's been involved in experiments to do with the cloning of animals, and it's said (of course) that he's been applying his techniques to humans too. Well, he wouldn't be a mad scientist if he didn't, would he? A video's been received which appears to show two humans who look exactly like you, both reading yesterday's Swiss newspapers. As ▶

you were in Britain at the time they can't be you, so they must be pretty good clones. In fact, Gordello claims that one of them is the real thing, and that you are a clone! This is proved to be wrong as one fault with the clones (there's always one fatal flaw) is that they cannot remember numbers, but you of course can. Can you find and destroy the Clonetron machine before this crazy Gordello character takes over the world?

More details when the program's finished, but I wonder what Tartan will come up with next? *The Man With Two Sporrans?*

● **Also working hard is Topologika, publisher of disk-based adventures like *Countdown To Doom, Return To Doom, Philosopher's Quest* and others. The New Year should see it releasing +3 versions of not one, not two, but three new titles! First title is *Avon,* which is probably not the tale of a cosmetics saleswoman, then there's *Quondam,* which is probably not about the thrilling adventures that befall a latin master, and finally there's *Spycatcher,* which I'm sure doesn't have you playing the part of a demented Prime Minister trying to stop the publication of a boring book that no-one would want to read if she didn't want to stop them reading it in the first place. More details of what the adventures are really about in due course.**

● Eighth Day Software continues its policy of tarting up its older titles and re-releasing them to a new audience. *Ice Station Zero* takes place at a polar research station where you have to prevent an international terrorist from releasing a nuclear missile aimed at New York. The original was pretty damned good, but the new version has added graphics, about fifty per cent extra text, a RAM SAVE/LOAD feature and is probably, well worth the price of admission, which is £2.99 and should be forwarded to Eighth Day at 18 Flaxhill, Moreton, Wirral, Merseyside, LA46 7UH. I'll try to squeeze in a review as soon as space permits.



LANC

WHAT A KNIGHT!

The Arthurian legends, like the Greek myths, have been the basis for many an adventure before, but never one as comprehensive as *Lancelot.* The story's split into three parts. The first two deal with Lancelot's arrival at King Arthur's court in Camelot, and his gradual elevation (you hope) into becoming the best knight in the world. The third part is the quest for the legendary Holy Grail, and you can go straight into this if you wish but you probably won't get too far if you haven't managed to turn Lancelot into the ultimate knight as it'll take all his wits, skill and experience if he's to cope with the quest.

So what does it take to become a worthy knight? Chivalry, for one thing, and this is put to the test right at the start of the game when you encounter a Black Knight who challenges you. Cowardice is no part of the knight's character, so you must accept the challenge, but how you react if you win will have a great bearing on whether you progress or not. All your actions must be those which make you worthy to be a knight.

After your encounter with the Black Knight you head east towards Camelot and straightaway you realise that the research has been thorough and you're going to learn something about the reality of those days. No nonsense in the location descriptions like "You are in a field outside Camelot." "You are inside Camelot." As you approach you must ride first through the castle village, the community that grew up around the castle walls, and see the beggars and the way in which many of the really poor people lived.

It's good to see Level 9 branching out a

THE QUEST FOR THE SILVER GOBLET

Inside every copy of *Lancelot* there's an entry form for a compo in which you can win a replica of the sterling silver goblet pictured on the front of the box, which is reckoned to be worth £5,000.

The goblet has been buried somewhere in Britain, and it's up to you to figure out where. The compo's divided into four preliminary stages, though by the time you read this the first and second stages will be virtually finished. But fear not, oh valiant readers, as you can still enter the third and fourth stages, as the final stage doesn't finish till February 2nd 1989. Each stage will have nine winners, who'll be given a scroll and a place in the final. Each stage will also reveal a possible hiding place for the goblet, and then in February, all 36 finalists will be given a further set of clues to help them work out exactly where the burial place is. First to phone the hot-line with the right answer gets taken there to dig up the goblet, which I only hope has been wrapped up well.

The clues to each stage are contained in the game, as various words in the text are printed in capital letters, and it's these you have to make a note of. Certain words can be arranged to make a sensible sentence, and this in turn reveals the possible hiding place. You need to play the game pretty thoroughly to uncover them all, and I bet the later stages of the contest will be from the later stages of the adventure. You don't think they're going to give away the goodies without making you work for it, do you? Still, someone's got to cop for the goblet, so get on in there *YS* adventurers! Anyway, onto the review.

LOST SOULS

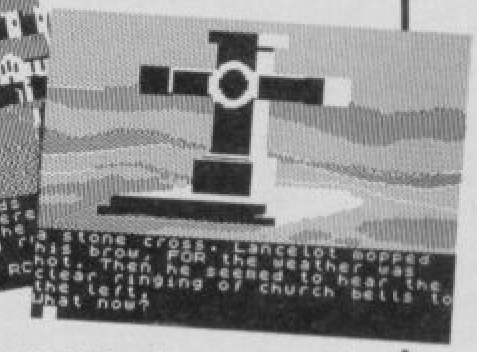
Every now and again someone comes up with something that stumps me completely. Not just the problem but the adventure as well, and all I can say is "Never heard of it." Such a one is *Pilgrim's Progress,* and even a hunt through my Kind Souls file and my seven folders full of solutions failed to come up with a reference to this one. So can anyone out there explain how to pass the hill of difficulty, and that's for **Harold Light**, 34 Monsal Avenue, Fairfield, Buxton, Derbyshire? Harold also wants to know what to give to the man on roller skates in *Soap Land*, that oldie-goldie-mouldy Zodiac title.

Allan Walsh, 104 Scott Road, Lowton, North Warrington, Cheshire asks about several adventures, two of which I'll need your help with. Write to Allan if you can tell him what to say to the men down the shaft in front of the doors in the second part of *Jack The Ripper.* And also in *Werewolf Simulator* (what nice little adventures this chap plays!) how to get the gunsmith to make silver bullets from the silver bar, what questions to ask everyone and how to get a book from the reference library.

Tony Faulkner, 62 Church Street, Barrow-in-Furness, Cumbria, LA14 2HJ is "seriously stuck in *Sherlock*" and would also like to know how to finish part two of *The NeverEnding Story.* Now if only he'd sent his sae to me I could have sent him freebies on both of those, but he didn't

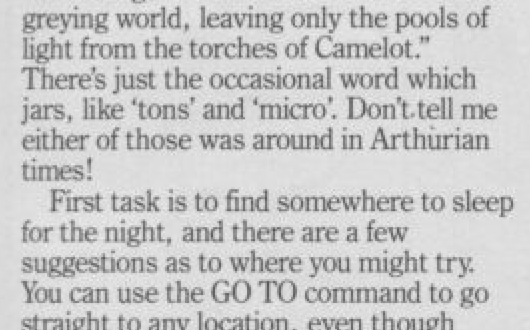
ELOT





bit and working with teams of people rather than trying to do everything themselves. Even a family like the Austin's must have their limits! I'll draw a veil over the quality of the graphics, as only the +3 owners will see them and they'll wish they hadn't, but the text is mostly very well-written by Peter McBride and Christina Erskine. How about this, when Lancelot approaches the castle towards the end of the first day: "Dusk began to suck the colours from the greying world, leaving only the pools of light from the torches of Camelot." There's just the occasional word which jars, like 'tons' and 'micro'. Don't tell me either of those was around in Arthurian times!

First task is to find somewhere to sleep for the night, and there are a few suggestions as to where you might try. You can use the GO TO command to go straight to any location, even though you've only just arrived in Camelot and



should have no idea where it is. There are one or two hiccups in the responses as well. I wandered into the cathedral and thought it might be a good place to hole up for the night, so I typed SLEEP and duly laid me down to rest, only to be told almost at once that I was tired and had better find somewhere to sleep soon. You mean you woke me up just to tell me that?!

The game has all the latest sophisticated commands, like GO TO/RUN TO/FIND a location or character, FOLLOW someone, get someone to follow you, RAM SAVE, WORDS/PICTURES, BRIEF/VERBOSE text, EXITS ON/OFF, WAIT and UNDO. This last can be used several times in succession, although it's missing on the 48K versions. The complexities that these commands create haven't always been dealt with properly. If you use the RUN TO command you are taken straight to a place without the intervening location text being printed on the screen, but any random messages that you might have encountered on the way, do get printed up. So at one point I typed RUN TO MERLIN, and the first response I had was "Sir Kay made pretence to smell garlic." Erm, yes, quite.

You need to see King Arthur himself on your first morning in Camelot, and he knights you and introduces you to his Queen, Guinever. She seems to be fluttering her eyelashes at you quite a bit, but be careful not to have too many un-knightly thoughts. Chivalry at all times! You ask to be her champion but she says you're still a novice and must prove yourself first. She suggests you go to Logris and honour her with noble deeds and battles, and Arthur has a job for you too: free some captive knights that are held prisoner by rebel lords.

Playing *Lancelot* is, for a lot of the time, more like being involved in a book than a conventional adventure — which is one of the ways that I see adventures developing. Good to see Level 9 experimenting in that direction. There aren't so many problems at first, and it's more a case of finding the main plot and sticking to it, although there are lots of diversions off to the sides if you wish. In one area you find a sick Sir Meliot, and he asks you to try to find a special cloth to help heal his wounds. Okay then, type FIND CLOTH and away you go. It's not quite as straightforward as that might sound though, as you have to work out how to get the cloth once you've been taken to it. But the early stages of the game do tend to progress in a fairly logical manner. Then it gets tougher, believe me!

The area of the game is enormous, too. We all had a moan at the first part of *Knight Orc*, with its 100 or so locations all with virtually identical text, but here there seem to be even more places to visit, all well described, and with plenty of characters wandering in and out to add a realistic atmosphere to the game.

If you wish, you can try to make a start on the third part, the quest for the Holy Grail, but it's best if you play your way through logically and try to build up the character of *Lancelot* first. You need your knightly virtues about you on this final quest, as after about five minutes of playing I'd already become a liar, a thief and a fornicator and had scored minus 200 out of a thousand!

This is definitely a value for money game, to go back to again and again. Level 9's adventure system's been developing in leaps and bounds over the last year or so, but they haven't always had the stories to go with it. *Knight Orc* was a slight disappointment, *Gnome Ranger* was much better and had the bonus of humour, and now with *Lancelot* it's shown it can come up with a serious theme that makes full use of it's skills — and which will test your skills to the full, as well. This good knight's definitely a good buy!

Graphics	■■■■□□□□□□	9
Text	■■■■■■■■□□	
Value for Money	■■■■■■■■■□	
Personal Rating	■■■■■■■■■□	

Title .... *Lancelot*
Publisher .... Mandarin Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.
Price .... £19.95 +3 disk/£14.95 tape

so I won't. Strict, aren't I? But can any readers come to Tony's rescue on *How To Be A Complete Bastard*, which I've no info on at all, and if you can bung in any spare tips on *Football Frenzy* and *Waxworks* at the same time they'd be appreciated. Tony says he'll buy the mag forever if I publish his plea, so that's comforting to know, but you'd have done better, Tony, if you'd enclosed a stamped addressed envelope and also said exactly where you were stuck in the games. Asking for 'any hints and tips' on a lengthy game like *Sherlock* isn't very good as people would have to send you a full solution to be sure of helping you out. You could be stuck anywhere in the game, and full solutions are time-consuming and expensive if they need photocopying. Much easier to say how far you've got, and what's holding you up. So there.

KIND SOULS

Matthew McNally says he was about to nominate himself for a Manuel award, 'till he went bonkers and finished two adventures. He's therefore delighted to be able to offer his **Kind Soul** services instead on *NeverEnding Story* and *Doomsday Papers* from 1 Standish Lane, Immingham, S. Humberside DN40 2HA. Sorry you've had to wait so long for your moment of glory, Matthew, but it's Standing Room Only in the *YS* adventure pages these days.

Doreen Bardon's been here before, and here she is being here again. To add to the list of solved adventures published in the September issue, Doreen has since solved: *Imagination, Matt Lucas, Brian The Bold, Staff Of Zaranol, Pirate Adventure, Voodoo Castle, Golden Mask, Rebel Planet, Motor Cycle Crazy, Barsak The Dwarf, Buckaroo Banzai, Custerd's Quest, Hunchback, The Curse, Eddie Smith, Dennis, Necris Dome, Kayleth, Realm Of Darkness, Dracula, H.R.H., Strange Odyssey, Bugsy I/II, Funhouse, Deeds Of Glengarry Hall* (what??), *The Hollow, Spoof, The Extricator, The Pyramid, Devil's Island, Apache Gold, Greedy Gulch, A Tangled Tale* and *Spytrek Adventure.* See how many adventures you can get through when you're a lady of leisure! A final word from Doreen, which applies to all requests for help from **Kind Souls**: "I do wish people would enclose an sae and that they would not ask for complete solutions to all my adventures!"

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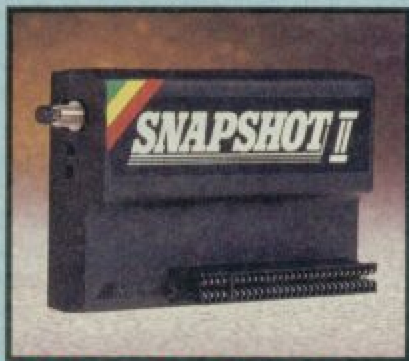
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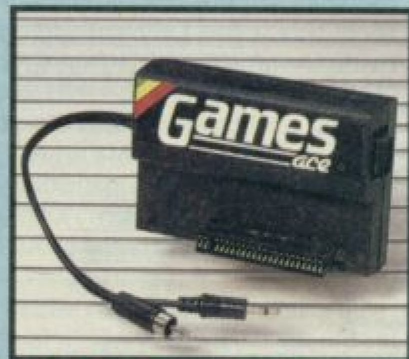
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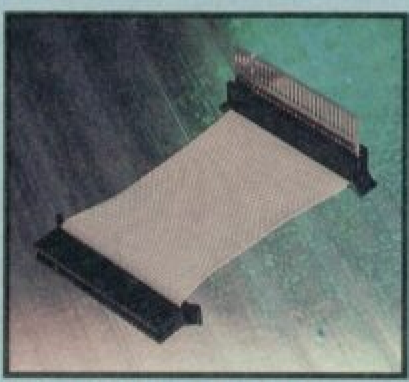
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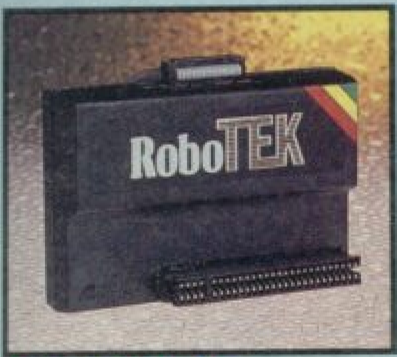


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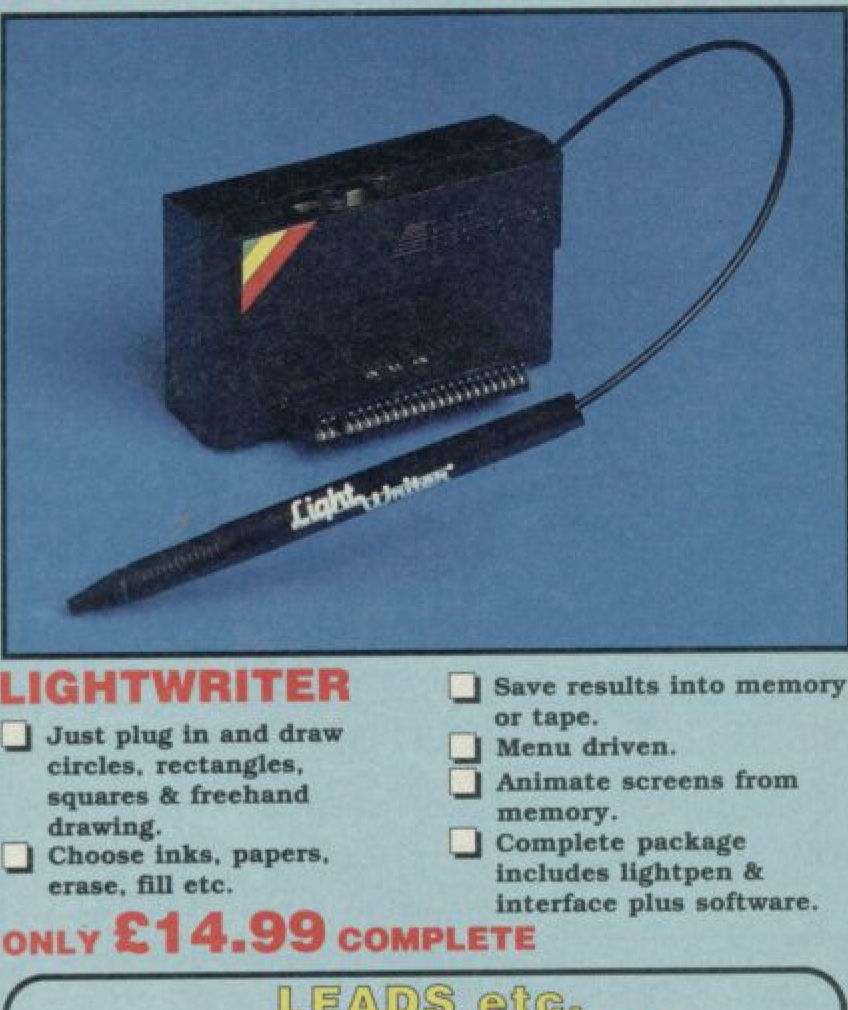
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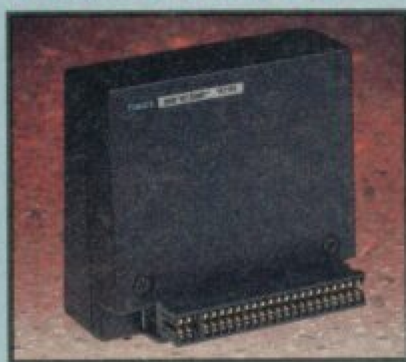
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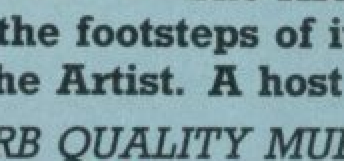
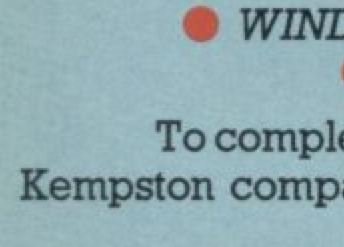
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I got two complete solutions among my Christmas presents and as usual these carry the *Your Sinclair* official government health warning, that reading complete solutions can seriously damage your adventure playing so only look at them if you really want to know the answers.

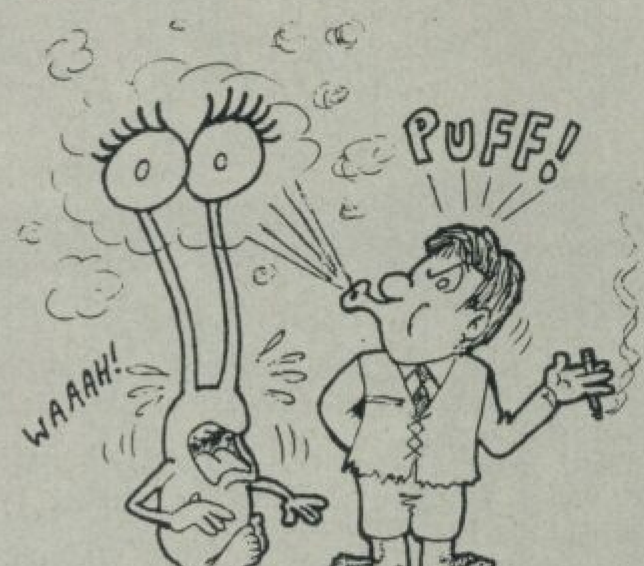
I think that lots of readers will want to know about the two I've chosen though — they were handpicked from the hundreds that I got. In what way? One is an exclusive first look at the solution to Tartan Software's prize adventure, *Double Agent*, in which £50 was on offer for the first to solve the game in the minimum number of moves by the end of November. Author **Tom Frost** has allowed me a sneak preview at the best solution possible, in just under 150 moves, so I'm printing that now for all those who tried and failed to solve the game in so few moves.

Second is one I'm often asked about, the extremely tricky *Questprobe III* featuring Thing and thingy... what's his name? ... Torch, that's it. My thanks on this one to **Andrew Edney** of London and **Joan Pancott** of Weymouth, who both provided me with solutions to this game.

DOUBLE DOUBLE AGENT

N-W-E-W-FEEL AROUND-PULL CORD-YES-W-S-N-W-W-W-UNLOCK SAFE-YES-E-S-E-S-SEARCH RUBBLE-YES-W-W-N-EXAMINE BENCH-OPEN DRAWER-YES-E-PRESS BUTTON-S-1-INSERT CARD-GIVE DEVICE-TAKE CARD-INSERT CARD-PRESS BUTTON-N-S-N-S-E-E-HIT CUPBOARD-YES-W-PULL CORD-W-S-GET CORD-N-W-E-OPEN BOOK-TURN PAGES-PRESS SWITCH-ENTER (name)-E-E-S-MOVE TRUNK-OPEN TRAPDOOR-D-S-GET BOTTLE-U-DIAL (yellow code)-W-W-W-DROP BOOK-GET LEVER-E-N-DIAL (yellow) code)-N-1-DROP DEVICE-TAKE HAMMER-2-PULL ROPE-WAIT-E-HIT BOULDER-DROP HAMMER-GET LUMP-2-PULL ROPE-WAIT-W-GIVE ROCK-TAKE LEVER-2-PULL ROPE-WAIT-E-LEVER BOULDER-E-DROP LEVER-GET BUCKET-TIE CORD-TO BUCKET-PULL CORK-FILL BUCKET-FILL BOTTLE-GET CORK-REPLACE CORK-GET LEVER-W-2-PULL ROPE-1-W-DIAL (yellow code)-DIAL (yellow code)-1-THROW LEVER-HOLD LADDER-2-U-GET BUCKET-W-GET LEVER-N-CATCH CRYSTAL-WAIT-CLIMB SHELVES-GET CUTTER-S-DIAL (blue code)-CUT HOLE-MOVE CARPET-LEVER HATCH-KICK CRYSTAL-1-FILL BUCKET-E-DIAL (blue code)-HOLD LADDER-2-D-GET BUCKET-GET ROCK-GET BOTTLE-DIAL (red code)-DIAL (red code)-BEAM UP.

THE BOGGIT BY KEZ GRAY



Use the cigarette to get rid of the Beholder.



Say LUX to the three Trolls.



Give the minion in the boat the credit card.



Go into the Troll's cauldron to get sword.



In Beorn the Furry's house enter the cupboard.



In Smelrond's house wait for the luncneon . . .



. . . and enter the toilet and examine toilet windows.



Ignore or talk to the Warg.

YS COMPLETE SOLUTION!

QUESTPROBE III

Torch: Enter Latveria, enter shop, get gunpowder, e, e, n, n, load cannon, aim cannon at Blob, fire cannon at Blob, shoot high flame at Blob, flame off.
Switch now to see that Thing is in the castle entrance where he must stay for the moment, so save the game before exploring the south. Switch back again.
Fly hills, fly hills, flame off, examine watch, wait 15, wait 10, enter cave, enter shaft, d, d, flame on nova, fly down shaft, light candle, n, w, n, n, e, absorb flame, enter fire, e, throw high flame down tunnel (or east), switch.
Thing: Earthquake causes statue to fall, s, get Alicia Masters.
Return to Chief Examiner who says "Congratulations! Save this password: MAEGEN!"

Torch: Talk to examiner, enter shack, get candle, s, fly, enter tarpit, give candle to Thing, get watch, leave pit, flame off, switch.
Thing: Hold breath, wait 15, wait 10 (sinking down tarpit), feel around, smash machinery, w, n, n, e (wall of fire), light candle, examine fire, w, s, s, e, s, switch.
Torch: Throw high flame at tarpit (for a smoke screen which will stop Torch being shot down when flying), fly hills, fly hills, flame off, enter cave, examine boulder, shoot high flame at boulder, flame off, get pebble, drop pebble down shaft, n, switch.
Thing: Look, get pebble, throw pebble hard up shaft, switch.
Torch: Examine watch, wait 50 (to restore energy), examine watch, enter cave, enter shaft, d, d (though any two commands will make you fall), flame on nova, look, n, w, n, n, e, examine watch, absorb flame four times (to restore energy), enter fire, e, e, e, feel around, enter hole, flame on low (ignore the door), examine lever, push lever left (the hurricane blowing down the shaft is now a strong wind), flame off, enter hole, w, w, w, examine watch, enter fire, w, s, s, e, s, get candle (from Thing), extinguish candle, get Thing, flame on high, enter hole, fly up shaft, fly up, fly up, fly up, flame off, n, wait 50, fly valley, fly castle, flame off, dig (to find a red herring heavily disguised as a purple worm), s, s, drop Thing, switch.
Thing: Close eyes, enter tent, get cannon, leave tent, open eyes, n, n, drop cannon, enter cannon, switch.



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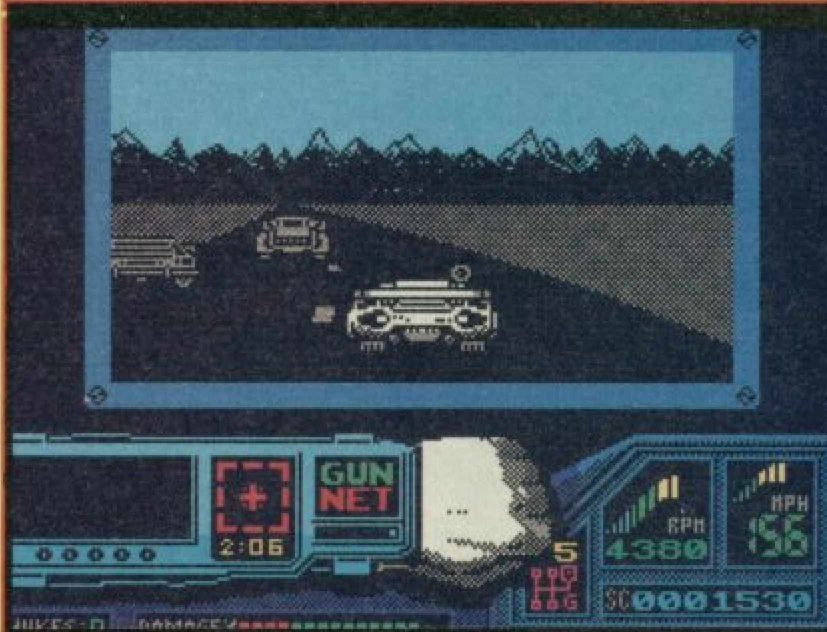
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SCREEN SHOTS

PART TWO



TECHNOCOP

Gremlin/£7.99 cass/£12.99 disk

Sean If you always wanted to be the type of policeman where the 'Bobbies' beat' is the rhythm of gunfire, then this game is for you. For, in Gremlin's latest offering, you are a Technocop, a member of the most elite crime fighting force around — the Enforcers (and the chap on the loading screen looks just like ol' Clint — what a coincidence!). As the rootinest tootinest Technocop around, you have been chosen to deal with the sinister crime empire 'Dead on Arrival', and to this end you are whizzing down the highway in your VMAX vehicle, the most rootinest tootinest vehicle this side of a James Bond movie.

Unfortunately, the DOA nasties have sent out loads of their vehicles in an attempt to ensure that you are DBA (Dead Before Arrival). The good news, however, is that the buttons on the dashboard don't just turn on the windscreen wiper, they fire the roof-mounted 40mm cannon, or the deadly Nuke 'Em missiles which, would you believe, nuke 'em. Three shots from your cannon will destroy a vehicle, whilst the Nuke 'Em will obliterate every vehicle on the screen but your own. This is particularly useful on the later levels, but should be used sparingly as the supply is very limited.

The illusion of speed, so necessary to the playability of racing games, is really effective in this section, and the scrolling is excellent. It also makes a refreshing change to use the fire button in addition to the four directions, and removing other cars by blowing them up is great fun, as is driving over the pile of dust which was the car you just totalled.

As you progress to your rendezvous with DOA, messages will appear indicating that a wrong doer is doing wrong nearby, and so you must proceed as fast as possible to the scene and either kill or capture the baddie. If you reach your destination within the allotted time twice, your VMAX car will be upgraded. The first upgrade is a Dual Stage turbocharger, which gives faster acceleration. This is followed by a high power missile launcher, which will destroy any car with one shot; and finally you get Hydraulic Side Rams, which allow you to ram and barge cars with greater effect, and reduce the damage done by cars ramming you.

At last you get to climb out of the car and enter the derelict building where the baddie is hiding out. Your wrist timer will indicate the time allowed to apprehend said baddie in the manner ordered, and a radar will show the direction in which he lies. Often there will be no direct route, you'll need to use lifts to move between floors. Collapsed floors must also be negotiated, in addition to millions of minions all intent on filling you so full of lead you could be weighed in for scrap metal. Like a boy scout, however, a Technocop is always prepared, which in this instance means a gun to kill with and nets to entangle prisoners with. Should you reach the really bad guy, he must be shot repeatedly to kill him, made all the more difficult by his habit of firing back — one hit from him and you're injured whilst he escapes. It's even more difficult if you've been ordered to apprehend and not kill him, as he has to be shot until his energy hits the red zone and then have nets thrown over him. Successfully dealing with the baddie will result in promotion for you, and three Nuke 'Em missiles for the VMAX.

Should you find yourself with extra time after, or during, all that (fat chance — I generally had about two picoseconds going spare), there are certain goodies around the place which can benefit you in a number of ways. Finding a bag of money, or releasing a child from a cage, will result in a hefty score bonus; collecting a first aid kit will restore some of your energy; and finding the tool kit will restore some of the damage to the VMAX. Once you leave the building, it's on to the next, more difficult level.

As in the racing section, a mixture of good programming and plenty to keep you occupied make for an exciting, adrenalin-pumping game. Chasing up and down, backwards and forwards in the search for the enemy, rather than just plodding inexorably up or across as in most shoot 'em ups, also added to the addictiveness and playability of this game.

The two halves also combine well, *(Oh no, not a game of two 'alves'! Ed)* considering the two styles of game opted for. Having shoot 'em up elements in the racing section, and relating performance in the shoot 'em up to the power and performance of the vehicle in the racing section worked surprisingly well. One minor gripe: the graphics in the playing area are monochrome throughout. But, there's plenty packed in here, and the racing section alone is better than some racing games that have been released this year.

Gremlin is to be congratulated for making an interesting and addictive game out of two completely different elements.

YS CLAPOMETER

Surprisingly addictive mix of racing simulation and scrolling shoot 'em up, both well programmed and presented. A welcome return to form for Gremlin.

GRAPHICS	■■■■■■■■□□□
PLAYABILITY	■■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■■□

8



***YS* Seal Of Approval**

All games reviewed in Screenshots are finished products.

GAME SET & MATCH 2

Ocean/cassette £12.95/disk £17.95

Dunc Well well well, it looks as if Ocean's another company that's been digging around in the cupboard under the stairs in readiness for Spring Cleaning Time. The cleaning ladies have dragged out ten different titles, blown off the cobwebs and lo and behold — all the games have sporting connections, so they can be packed together and labelled *Game Set And Match 2* — ten games for the price of, erm, one and a half. But are the games any good? That's the question, and I'm the chum with the answers. Read on.

BASKET MASTER
Side-on viewed monochrome scrolling pitch with two fair sized cartoony players: you versus the computer or a pal. I thought this was going to be quite good at first, but the identical player-sprites soon had me totally confused as to who was who after a jostle. I lost every time, until I sussed out how to win, and then I won every time. Not exactly a challenge if you know what I mean.

CHAMPIONSHIP SPRINT
You view a race track from above and control one of four cars (a pal can control one of the others or the computer can place all three on auto). Forward on the stick speeds you up, back slams on the anchors, and left and right, well — it's obvious, innit. There are eight tracks in all, all of varying difficulty (the number and severity of bends) and each with icons to be avoided or picked up. As a bonus there's a track designer — make up your own layouts. Quite good fun, but it has to be said — the graphics are small: positively picoscopic.

IAN BOTHAM'S TEST MATCH
Scrappy graphics, badly thought-out application and less than compulsive gameplay aim this simulation firmly in the direction of the dumper. A game based on Botham's antics on Australian domestic shuttle flights would've been a lot more fun. If you want a brilliant cricket sim look no further than the one we gave you free at the beginning of last year.

MATCH DAY II
The definitive animated football game for the Spectrum. What more can I say? Apart from that it made Marcus go all wibbly at the edges when he reviewed it. A 'powermeter' for different strength in your shots, 128K sound, music and more options than you could poke a squirrel in the eye with. Let me say it again — the definitive animated football game for the Spectrum.

NICK FALDO PLAYS THE OPEN
Um, unusual this, as I'm used to the *Leaderboard* trilogy. Erm, a novel approach to a golf sim which shows the action from above. There's a window at the bottom of the screen in which an arrow icon can be moved about and clicked on to make choices: club weight, direction of shot, entire course map etc. Choose your club, check the distance to the hole, adjust your 'power-meter' and fire. Oh dear. Overshot the green. Have another go. Oh dear... Five hours and 53 shots par later — hoorah, what a hole (oo-er)!

STEVE DAVIS SNOOKER
Almost as boring as the man himself — small cluttered graphics and a program tendancy to either lock-up or crash completely. I'm surprised that no-one's done a really good snooker or snooker-based game on the Speccy — I'm sure there'd be great demand for it. This isn't it, anyway.

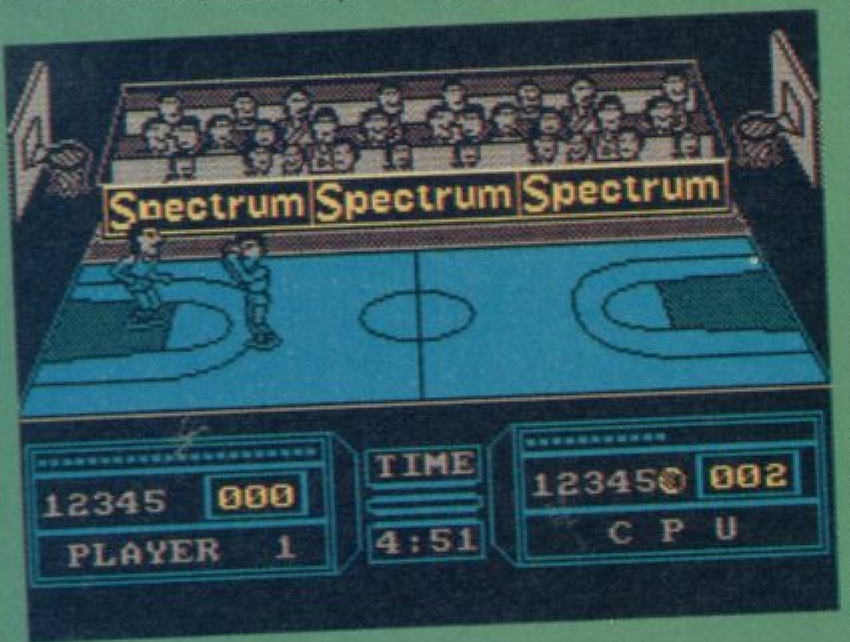
SUPERBOWL
An American Football sim. The screen is split vertically into two windows. Instructions are entered into the left side while an overhead view of a portion of simplified scrolling pitch is shown on the right. After your team instructions have been entered, a little bit of play is animated (the players are represented as little blocks) and then it's back to the team-orders screen again. I'm afraid I don't really understand the rules for American Football, but one thing I did notice — this sim has got all the stopping and starting of the original game.

SUPER HANG ON
Yaaa Hoooo!! I'm a sucker for racing games — especially motorbike ones — and this is the business. It's view over the handlebar time as you zoom away from the chequered flag in a race against the clock. There are four continents to race over, each of which has a number of stages within. Each time you reach a stage marker, your clock is sproinged back up to full and any time left over is also added — giving you more time on the next stage (of which there are an amazing 48, as opposed to *Enduro Racer*'s five). Graphically the game is a treat — almost as good as *Enduro Racer* itself, with the uphill and downhill bits included. It's skill!

TRACK AND FIELD
A joystick waggler that's so crap I almost feel sorry for it. No *Daley Thompson's Decathalon* this.

WINTER OLYMPIAD
Snowy version of the above with better graphics and, I suppose, marginally better gameplay. Five events: downhill, biathlon, bob-sled, ski-jump, slalom.

And there we have it. *Game Set And Match 2*. Quite a mixed bag in my opinion (and let's face it, that's the one that counts Brian). Erm, I think that two of the enclosed are absolutely brillo (namely *Super Hang On* and *Match Day 2*) and are worth getting the compilation for on their own. The rest? Erm, not exactly show-stoppers, are they. So, basically, if you've already got *Super Hang On* and *Match Day 2* then you might feel a bit of a plonker for shelling out on this; however, if you haven't then it's worth a look (the game, not your plonker). Right, I'm off to have another go on *Super Hang On!*





YS CLAPOMETER

Birrova mixed box, really. Two great games, six slightly iffy games and two totally crap ones. Worth getting for the good ones.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

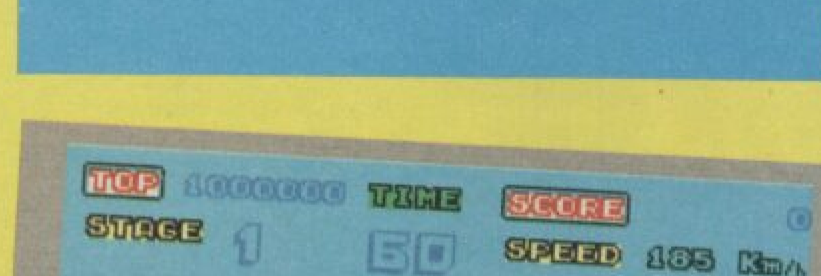
FISTS 'N' THROTTLES

Elite/£12.99

Marcus Gor lumme, you can't move for these compilations at this time of year, can you? Or indeed any time of year, 'cos they're big bucks for the software companies and extremely good value for you and me. Here's another one, this time from Elite, and based around the not-terribly-strong theme of fists and throttles, i.e. they're just a load of old games that Elite wanted to bung on a compilation. But it's not a bad collection by any means — not, perhaps, of the very top class, but full o' goodies.

ENDURO RACER
Originally reviewed back in the dim and distant by one M Berkmann *(Who he? Ed)*, this is one of the best, if not *the* best road racing game yet seen on the Spec. Time and time again the cries go up: "Yes, but it's not as good as *Enduro Racer*, is it?" and no, it usually isn't. You have five courses to get through on your trusty bike, all against the clock, through rock-filled terrains, over hills and ramps and with loads of other bikers trying to beat you to it. It's devilishly swift, looks a treat and to quote the original review, "it's a down home Class 1 ripsnorter", whatever that means. If you haven't got it yet, you should buy this compilation for *Enduro Racer* alone. You won't regret it!

DRAGON'S LAIR
Of the two tapes in the package, this little number takes up the whole of one of them, and I must admit I had forgotten what a huge game it is. Based on the videodisk coin-op of a few years back, this conversion attempted the impossible (cram it all into 48K) and failed, but not without a struggle. Much of the gameplay has been retained, and like the original it's hellishly difficult. Too difficult, I'd say, but others have proved me wrong. For every different bit (each part is a completely separate game) there are different tricks and skills to learn, and a few neat techniques which can save an awful lorra bother. Software Projects, who bought the licence, eventually knocked out a more user-friendly sequel, but you have to ask — especially as Software Projects isn't exactly active at the moment — whether it was all worth it.



THUNDERCATS
One of the first left-to-right scrolling slice 'em-ups to hit the Spectrum, and since followed by *Rastan* and about two billion others. But a year on, this is still an impressive piece of programming, with fast action, nicely drawn protagonists and some beautiful digitised backgrounds. As befits all the best slashfests, this has very short instructions — just get out there and start slicing, essentially. It's based, as these things are, on the Thundercat toy range, TV series, T-Shirt, film, book, explosive underpants etc etc, and it captures the mood very well. KER-SLICE!!! (Fill in 'enormous weapon' jokes here, okay? Ta.)

IKARI WARRIORS
This follow-up to *Commando* was reviewed in our May ish by Jonathan Davies, terror of the west country, and he raved and raved. It's all good clean violent stuff — a scrolling shooter with lots to do, look at and, most important of all, kill — but I'm not sure it's quite that good, especially in the light of games like *Vindicator*, which is substantially more sophisticated. It's not earth-shatteringly fast, and it's not so prettily done that you fail to notice the rather thin gameplay. But of its type it's not a disgrace, and as part of a compilation *Ikari Warriors* works well. Oi'll give it seven.

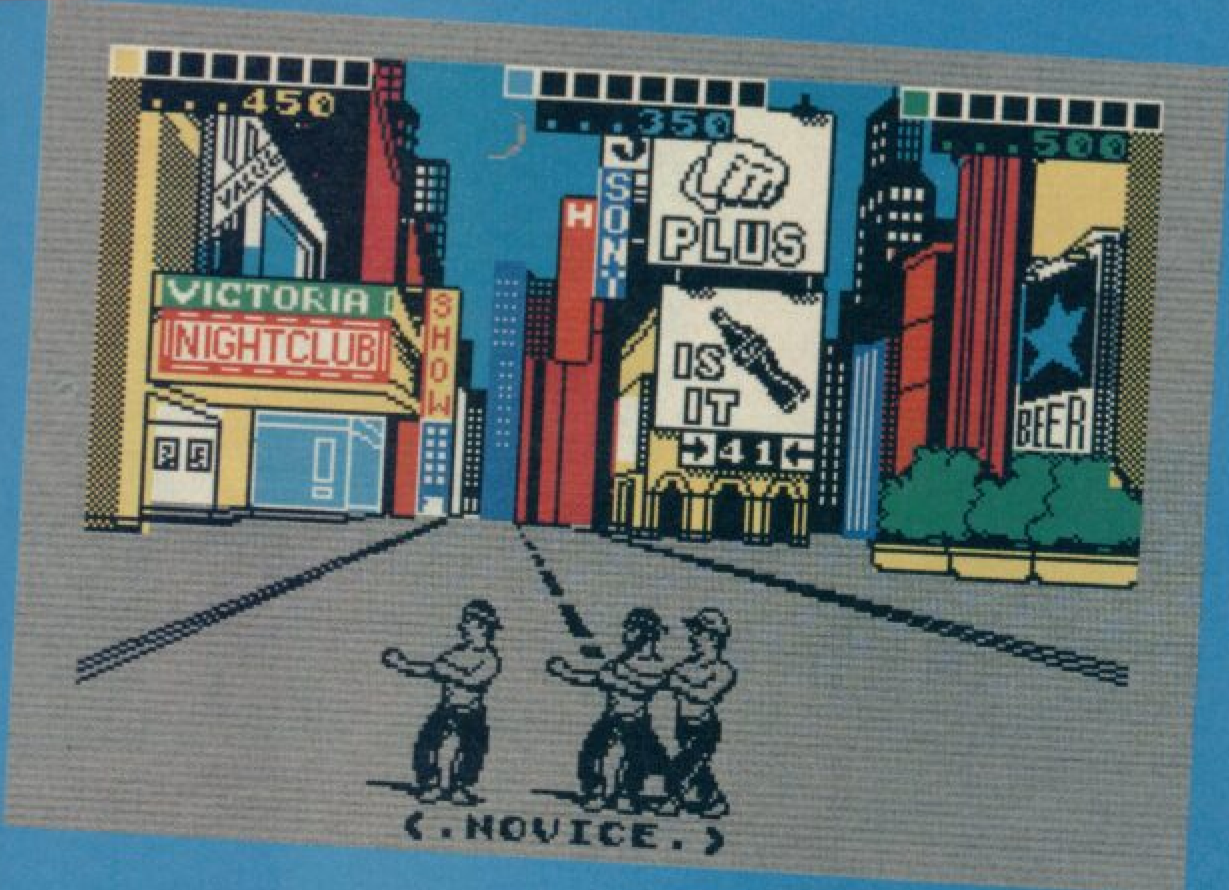
BUGGY BOY
Even more recent, this: nowadays games are out for about half an hour before getting nabbed for some compilation or other. Jonathan also reviewed *Buggy Boy*, although here he was more muted in his praise. You drive this enormous multicoloured buggy through a series of badly drawn landscapes, avoiding rocks and things and trying to beat the time limit. Heard that before? Yes, it's another racing game, but unlike all too many of the others, this is actually quite fun. It may be the huge coloured sprites that do it, or the rather wobbly collision detection which usually means that you don't crash as often as you think you will, but it certainly manages to keep a hold on your attention. Again; it perhaps does not compare especially well with *Enduro Racer* in speed and sophistication, but here the emphasis is rough-and-tumble action rather than elegance of execution. Nobbad at all.
So, a neat if unspectacular compilation with one real gem *(Enduro Racer)* and only one game that even approaches the title of 'turkey' (*Dragon's Lair*, and that's not entirely fair). Still, there are other better compilations about. What do *you* want to do with your money?

YS CLAPOMETER

Not bad compilation of recent hits with one real spanker — Enduro Racer — that's worth a tenner of anyone's money!

8

EXPLODING FIST +



Firebird/£7.99 cassette/£12.99 disk

Sean When *Way Of The Exploding Fist* was first released all those many moons ago, it single fistedly began the revolution which was to result in trillions of games with the word Karate, Ninja, Warrior or some variant thereof in their title. It was sequelled more recently by *W.O.T.E.F. II*, which met with a lukewarm reaction from reviewers. This, is not so much another sequel, as a remix of the original with twiddly bits and fluffy dice added.

The scenario, 'You must reach the position of tenth dan' is not much of a scenario, is it? When I get a game, I expect a good scenario, not just one sentence. I didn't get where I am today by having scenarios with *(That's enough whining. Get on with it. Ed.)* So just how are you going to reach the position of tenth dan? By beating the living daylights out of your opponents as fast and as nastily as possible, that's how.

The style of gameplay will be familiar to the majority of Speccy users, but for those who have been in Outer Mongolia for the last five years, you have a choice of sixteen moves, from the aggressive 'mid kick', which will give your opponent a couple of bruises he won't forget in a hurry, to the defensive backward cartwheel, for when running away is the best move. This time you are faced with two opponents, all of which can be controlled by human players simultaneously, or individually by the computer, depending upon how many friends you have. To reach first dan stage, two bouts must be fought, each against the two opponents, with one man being knocked out in each round. If the loser is human controlled, the computer will control him in the next bout, so you are always fighting against two men.

The figures are a little larger than in the original *Fist*, and fighting two men does bring a new approach to this type of game. Unfortunately, it also brings disadvantages, 'cos if you're knocked over, you lie on the floor for about ten seconds recovering, whilst the other two continue to merrily beat each other up. This brings the game to a grinding halt, and is highly frustrating. The playing area is also larger than that shown on the screen, and often your two opponents will disappear off the screen to carry on fighting, with your figure stood in the middle twiddling his nunchackas for ages — very boring. Sound is the average crunchy karate noise, and although the background is very pretty and clever — all the hotel and bar signs flash like 'proper' neon signs — ultimately it adds little to the gameplay.

On getting through these bouts, the player is then moved into a bonus game, set in a dark alley, where dragons will loom out from windows and doorways, the object being to line them up in a set of sights and launch a ninja star at them. If a dragon is not hit in time, it will lunge out at you, the sub game will end, and you are returned to the game proper. This section, you will doubtless have guessed, is another *Prohibition* style game, and this particular version is pointless, easy, and a waste of time. There is no sound, and the graphics are hardly mind blowing.

This reminds me of all those pop records that are being re-issued with a new drumbeat, bass line and the odd bit of scratching added. The record is pretty much the same, but by adding these bits, all the die-hard fans will buy it and make the record company lots of money. *EF+* is very much the same, and when the original is available for two quid, the extra bits here aren't really worth an extra six.

If you want a laugh though, set all the players on the same joystick, slap on your favourite record, wiggle the joystick to the beat, and watch that sychronised body popping!

YS CLAPOMETER

Rehash of the original with two opponents to fight this time, but ultimately not worthy of its predecessor.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

HIST IN T MAK

US Gold/£24.99 Cassette

Since its birth in 1984, US Gold has been responsible for rather a lot of Spectrum Software; some excellent, some, well, not quite so hot. It's also been responsible for a few headlines in the national press and an anti-computer game vigil or two by the CND.

And now as a bit of self-indulgence, US Gold has decided to bring out an anthology of 15 games which it released on the Spectrum between July 1984 and July 1987. The compilation is called *History In The Making — The First Three Years* and comes as a boxed set of four tapes with two accompanying booklets containing instructions and a bit of blurb about the label — all this can be yours for the meagre sum of (wait for it . . .) £24.99! Here's Ben 'n' Skippy to tell you more about it . . .

SPY HUNTER
First released: October 1984

Skippy Arrr, this were the game of me youth! Played it for hours, I did! I wonder why? There isn't really all that much to *Spy Hunter*; you bomb down the same old road for hour after hour (okay, the roadside changes colour every ten minutes, but that's hardly variety, is it?), shooting the same old vehicles and traversing (wossat?) the same old bridges . . .? The graphics and colour are nice enough; the sprites are clear and well defined and it's good fun to play, but *Spy Hunter* has aged considerably, and though it makes a good addition to the 'nostalgia' value of the tape, I really don't think it's worthy material for 1989.



WORLD GAMES
First released: Early 1987

Ben I wasn't very impressed by *World Games* when it was first released. Most of the events were unappealing either because they were too difficult to control or just badly put together. The graphics were far too blurry and when compared to the likes of, say, *Hypersports* it just didn't, and still hasn't, got the same degree of waggleability.

What really gets me about it appearing in this compilation is that the powers that be at US Gold didn't even bother to change the in game loading instructions to suit the new format of the casette; this will probably cause untold problems to many unsuspecting players.

BRUCE LEE
First released: late 1984

Ben This graphically unappealing platform game earned itself a lot of 'very nearly firsts'. It was one of the very first games from the US Gold Stable, one of the first 'beat 'em ups' (certainly the first 'beat 'em up and romp around in a fun scenario'!) and, for buffs, *Bruce Lee* was one of the very first games to be derived from a licence deal. It also proved to be one of the most playable games of 1984 — there's something so satisfying about the bone crunching sound effects and the way your two opponents beat themselves up if they get in each others way, five years later it still earns a play or ten, every now and then.



BEACH HEAD
First released: December 1984

Ben Blimey! I remember the stir *Beach Head* caused when it was first played by the then fresh-faced Spectrum games reviewers. People said things like "An excellent game of arcade skill and strategy". A lot of lager has passed over the stones of knowledge since then, and despite its crumbly look, *Beach Head* still plays very well.

The levels are just difficult enough to keep you tearing your hair out and just rewarding enough to keep you playing until you blast four colours of granite out of mount Kuhn-Lin, the enemy fortress. The first three levels are still fairly compelling but by level four, well . . . In those days I suppose you had to make do with three good levels and two naff ones per game.

BEACH HEAD II
First released: November 1986

Ben About two years after *Beach Head* came *Beach Head II* — surprise! Spectrum owners missed out on the synthesised screams and general battle dialogue that was programmed into sonically more powerful machines and did we miss it? Well, yes actually we did. Not to worry though, *Beach Head II*



offered other things, for instance in two player mode, one player could take control of the nasty side and try to stop the goodies — just the thing if you want to lose your mates!

I was never really impressed by this one, the controls are far too touch and go to enable you to play with confidence. The childish use of colour is off putting to say the least; I doubt that any serious gamester is going to take a pink cannon, a lime green tank and a cyan radar tower seriously enough to get hooked.

ROAD RUNNER
First released: 1987

Skippy Presentation — absolutely remarkable! *Road Runner* contains some excellent tunes, an amusing, lengthy scrolling message, and some very impressive graphics, including accurate characters and brilliant title screens. I sound like some sort of advert! Cosmetic polish (or lipstick for that matter) apart, *Road Runner* isn't a bad game either. Admittedly, as with far too many games, the tape multi-load is a pain, and I can't really see that with a bit of memory crunching it was absolutely necessary, but it doesn't slow down the action too much. Addictiveness is pretty good, and it's quite playable — I would say that it's a pretty good seed-peck-and-coyote-dodge, a decent game in its own right, and consequently, one of the better games on the tape.

SUPER CYCLE
First released: 1987

Skippy There's millions of racing games around and this is far from being one of the best! I know this for a fact, because, I'm staggeringly good at playing *Super Cycle*. Then again I'm quite sure a two-year-old brainless, limbless tortoise could go on playing for as long as I did (well, almost!).

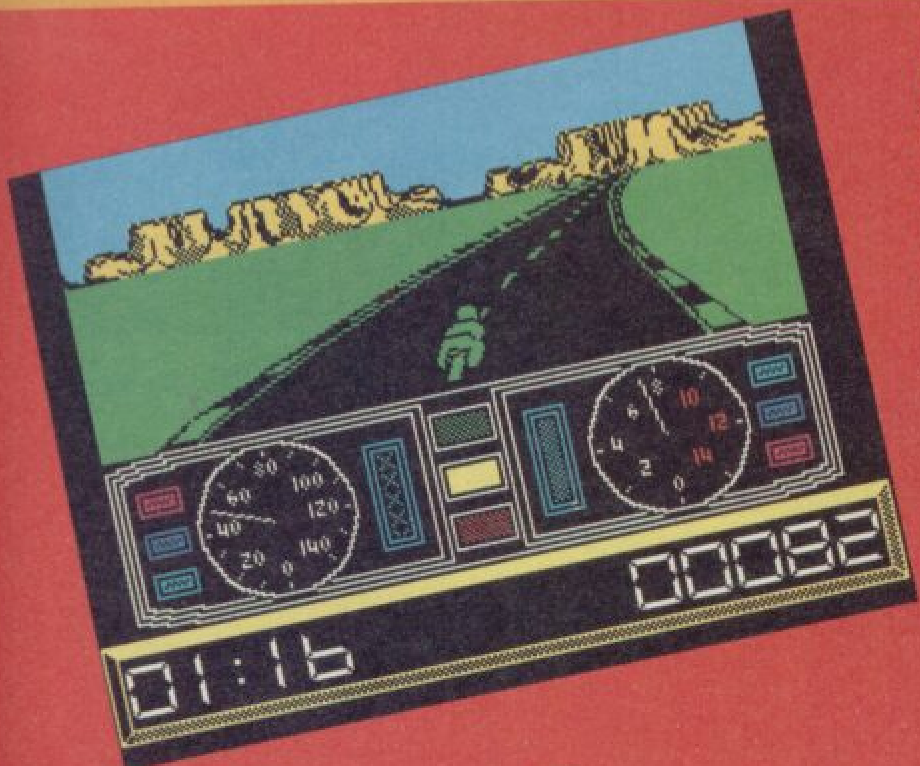
All the tracks are quite pretty; lots of jolly changing scenery, but does it have to be so incredibly easy? The only raceway with one ten billionth of challenge, is the one with barriers across half the track. It's not the pits (good friend of Oscar Wilde, me), but I honestly wouldn't have played it twice by choice!!

GOONIES
First released: September 1985

Ben Oh no! I feel an attack of 'Great-film-shame-about-the-game-syndrome' coming on! *Goonies* the film, starred seven cute little American kids (Are there cute little American kids!) and a horrible blobby character who all fell down a pit, found untold treasure and saved their parents from being thrown out of their homes for not paying the rent money. *Goonies* the computer game stars seven horrible blobby characters who were dreamed up in a pit in a bid to extract untold riches from an unsuspecting public to pay a huge licence fee . . .

Simplistic puzzles, primative graphics and virtually no appeal here. Shame, really.

TORY
THE
KING



EXPRESS RAIDER
First released: mid 1987

Skippy Now, this is one which I never actually played when it first came out, so I can only tell you how bad it is now! There isn't all that much to be said, in fact. The predominant feeling is one of monotony (argh!), once again, it just goes on and on… In all honesty, it isn't worth loading up, let alone spending money on. The shoot out and run along the top of the train is good fun for maybe half a minute, but after that? Well, it dies a bit of a tragic death, I'm afraid. Take a birrov advice, don't waste your time. (I did, but then I get paid for that sort of thing!)

RAID
First released: Early 1985

Ben This one was initially released as *Raid Over Moscow* but the CND Chairman, Bruce Kent, made such an outcry that the name had to be shortened to *Raid*, to accommodate his killjoy views (quite right too!).

Despite its excessively violent and war provoking nature *Raid* is a damn good game, it has that rare instant grab characteristic. The levels are varied and very playable; it's a shame that there are only six of them as each is fairly easy to master (this makes *Raid's* appeal short lived). Not too bad compared to some of the others on the anthology.

KUNG FU MASTER
First released: July 1986

Skippy I remember being spectacularly disappointed by this one when it first punched the pavement. The arcade machine was one that you could, at one time, have expected to see in all the best (and worst!) places, but it was a welcome waste of the ol' 10 pees! How US Gold managed to shift so many copies of this rubbish is a mystery to me; still, I suppose that, in itself, is enough reason for inclusion on the tape. The graphics are grotesquely gargoylish and the colour is… well, to put it mildly, bleurgh! Playability isn't bad but it's just soooo annoying; addictiveness flies out the window like… errr something that flies out of windows rather fast. Not a good game, but probably worth the 75p or however much each of these games works out at!



LEADERBOARD
First released: Early 1987

Skippy Yep! A classic golf simulation, this one; there's been nothing (except the official follow-ups!) to touch it since it was released. The build up of the graphics is slow; like something out of *The Hobbit* (remember that?), but the perspective is remarkable and the whole feel of the game is quite excellent. There's undoubtedly an art to placing shots, as it requires skill and speed on the button; as well as some accurate judgement taking into account the wind factors, the slope of the hill and the right club for the job! This certainly isn't a game that's restricted to golf fanatics only, 'cos I like it, and I would hardly know which end of a golf stick (club?) to hold. Well worth full price and certainly wangs up the 'ol value for money points of the package.

INFILTRATOR
First released: 1987

Skippy Now, I don't remember this one at all, so I found it very complicated. It's basically a flight simulator which involves shooting lots of things and making lots of people die. Sounds like fun to you? Hmmm. It's not all bad, in fact some bits of it are quite good. Sounds a lot of fun on the inlay too. Trouble is, the first bit is far too difficult so I (erm…) haven't quite got that far yet… *(Skippy you're a wimp — Ed).*

GAUNTLET
First released: November 1986

Ben *Gauntlet* 'clones' sprang up in their hundreds after this got to number one, even the more 'sensible' software houses jumped onto the varient bandwaggon. None of them got it right though, — they all lacked the original magic still to be found in *Gauntlet*. Even the multiload was bareable — it must be a good 'un!

I'd say it was the best of the fifteen and probably the most likely to capture the attention of the player for months rather than weeks.



IMPOSSIBLE MISSION
First released: 1987

Ben *Impossible Mission* was the pioneer of the tumble jump, as used in games like *The Nodes Of Yesod* and the latter couple of *Monty Mole* games. It was a real struggle to re-learn all the techniques used to play *Impossible Mission* and what for? Running around trying to find bits of puzzle ain't much fun because the game's works are far too klunky and poorly put together. Solving the puzzles is a little more fun, but it does get repetitive after a while.

Sorry, but mastering a basically boring, over complicated platform game isn't one of my main goals in life.

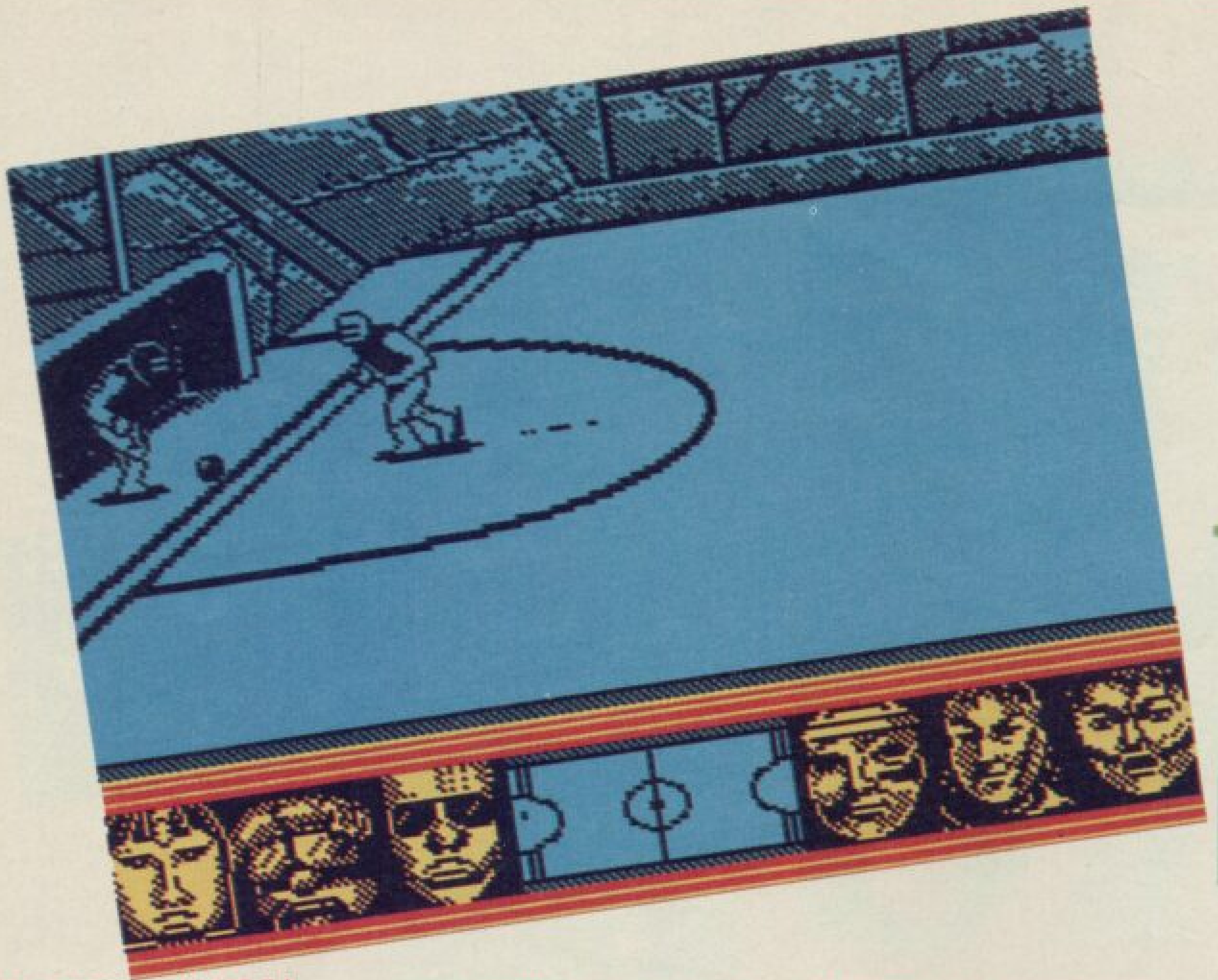
YS CLAPOMETER

And thassit! On the whole it seems unfair to award *History In The Making — The First Three Years* an overall mark. The games range from very good to poor and the chances are that you already have some of the more desirable ones — in which case the whole compilation represents far worse value for money than if you didn't. Well £25 is a lot of money to spend on software all in one go — think wisely before wapping your wad…

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

SKATEBALL



Ubisoft/£8.99 cass/£14.99 disk

Jackie Don't you just love playing with your balls? *I Ball, Madballs, Impossaball* . . . well now here's another one to add to your collection — *Skateball* — the first British release from the French software house, Ubisoft. And boy will you need round spherical objects to play this!

It's a desperate game — a fight to the death, set in, of all places, a futuristic ice skating rink! But there's no sign of camel spins, triple loops or even double deckers here (cos Phil's eaten them all). Instead it's side slams, body tackles and headbutts as your team competes to become the roughest, toughest skateball team on the ice. So shove over Torville and Dean!

You begin by selecting your team of three from a pool of eight of the meanest, fastest dudes on ice. (The command is 'Change Team' on the menu). Scroll through the list of players available, keeping you eyeballs peeled for their strength, balance, shootskill and reaction ratings. These are important, 'cos once you've picked a member of your team, the computer will then let you pick the mean critter he'll meet on the other team. So with a bit of careful planning you can way the odds quite heavily in your favour. There's no point being fair in this game! Besides, you'll need to use the dirtiest tricks in the book if you want to stand a chance of winning.

Next it's onto the rink and the first of nine levels. But first, take a look at the hazard strewn ice ahead of you. Eeek! Cos apart from your opponent, you also have to contend with loads of nasty hazards. You get a look at these at the beginning of each level when the computer scrolls the length of the rink. On the lower levels, you'll find bouncy mushrooms (which you should try and avoid if you don't want a wet bum) and rising and falling stone pillars (which you must skate around or jump over). But get to level five, and things begin to look a bit dicey. There's bottomless pits to contend with (fall down these and you'll never be seen again), spikey balls (bump into these and you'll be promptly splattered — luvverly), and electric hatstands — which'll burn you to a frazzle if you so much as touch 'em. So avoid, avoid, avoid — or push your opponent into them!

And so to the game. Your first team member takes to the ice against his opponent (apart from the automatic goalies, there's only ever one player from each team on the ice at a time), and bullies off — by charging straight into him. Youch! Then it's a case of pushing and shoving, tripping and head stomping as you skate sleekly around the rink, trying to waste your opponent and get the ball in the back of his net.

The gameplay is fast and furious. The slightly jerky scrolling is unnoticeable, 'cos you're too busy trying to trip your opponent up, or splatter him against the spike ball!! Bleeuuk! And the skating action is fabbily done — even to the point of sending you skidding across the ice on your bum when you've taken a bit of a bruising. The only gripe is the control system — it's a little tricky to get to grips with at first. But it's easy once you've mastered it.

On each level, the first person to score five goals — or wipe out the opposition — is the winner. The good thing though, is even if you lose a level, you continue on to the next one. 'Cos the aim of the game is to be top scorer over the whole nine levels — so there's no having to go back to the start or complete a level before you move on.

A great game, very addictive, fast and furious and full of firm thigh muscles! An impressive start for the French company.

Bully Boys Handy Hints

- If you keep losing the bully off, try running at your opponent and jumping on him. You won't jump on his head, but you should be able to knock him off balance which'll allow you to gain possession of the ball.
- One way of wasting your opponent on level five, is to just stand still at the bully off and let him run into you. This'll cause him to lose his balance and slide along the ice, till he falls into the pit behind you. He, he, he!

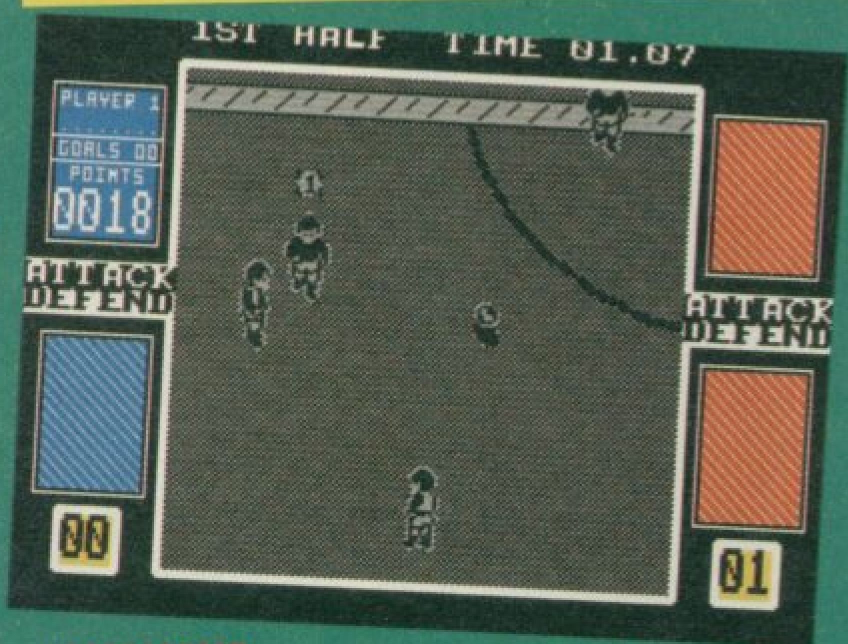
YS CLAPOMETER

Balls of fun for everyone! A good addictive mix of skill, skating and bash 'em about.

GRAPHICS	7
PLAYABILITY	8
VALUE FOR MONEY	7
ADDICTIVENESS	8

8

4 SOCCER SIMULATORS



INDOOR SOCCER
Teams drop to five-a-side here, and those walls get surprisingly bouncy. High scoring (again, usually against you) but probably the most fun of the three soccer variants.

Code Masters Gold/£9.99

Marcus I always take notice of the press quotes for a game, don't you? Try this one for size. "These four games are absolutely brilliant! Everything you could possibly want in computer soccer — these games have it all! Amazing playability!" Sounds great, doesn't it? Now, guess who said that about *4 Soccer Simulators* . . . Yes, right in one! It was those selfsame Darling brothers. Are we really interested in what they have to say about their own game!

Anyway, the company's gone straight for the full-price market with this one, with the most daring of all possible scams — an attempt to out-match day *Match Day*. And remarkably, it's nopad at all.

Of course there aren't really four soccer simulators at all — there's one basic model with variations — but it's quality not quantity that matters here. For instead of aping *Match Day*, like every other soccer sim under the glowing orb, these Code Master laddies have flipped the whole thing 90° first this way and then that way, giving us a bird's eye view from above. Otherwise of course, the gameplay is much the same as normal — the player you control, if you're player one, has a little '(1)' over his head, and you can flip back and forwards between players in the usual way. Anyone who's sampled any of the other sims should have no trouble working this one out.

The variations too are novel. Game one is a full 11-a-side football match, with variable lengths of game, skill levels and all the usual guff. This, naturally enough, is played on a green pitch (pay attention at the back there — you'll see what I mean later). It's fast, fun and quite tricky, even on the peasiest level possible.

Game two scythes this down to an indoor five-a-side game. Immediately the pitch is smaller, and coloured grey (understand now?) and there are no throw-ins, goalkicks or corners — the ball just bounces off the walls. There's also no offside, but you'll concede a free kick if you venture inside the other teams goalmouth.

Game three is even less formal — it's *Street Soccer*, played in your very own backyard. The basic game is the same — the perspective, the moves and the players look identical — but instead of playing on a field, you soon find yourselves dribbling around cars and houses and punting the ball into a nearby tree, thus ending the game and causing your fellow players to beat you up. Only the absence of knife-wielding psychopaths and doggie doos detracts from the gritty realism of the whole scene.

Finally, there's a soccer sim that's not really a soccer sim at all — *Soccer Skills*. This has you practising certain footie skills — goalkeeping, dribbling (stop that Nigel), sprinting (guess how you do this, folks!), and penalty taking (tricky). Then when you feel completely pooped, you head for the gym and a tough workout, or in my case, a heart-by-pass operation. This involves press-ups, bar jumps (I'm good at this one!) *(Not that sort of bar, idiot. Ed)*, weight lifts, sit-ups, bar lifts and a state funeral to round it all off. If you still have any energy left you can try circuit training — essentially a collection of some of these exercises against the clock.

Naturally this all takes rather a long time to load up, let alone play (you get two cassettes in the package), but the variety of it all is quite refreshing. And when you compare the basic 11-a-side model with rubbish like *Peter Beardsley's Heap Of Biggies*, the whole package comes across as really spanking value for money. It still doesn't touch *Match Day 2*, of course, but then it doesn't really attempt to — the overhead perspective makes it a quite different game.

I'd probably even give it nine — it's a fairly marginal one, admittedly — if it weren't for two things — the smiling pics of Messrs R and D Darling on the front cover. So sorry lads, you'll have to be satisfied with a bright and bouncy eight. Anyone got a chainsaw?

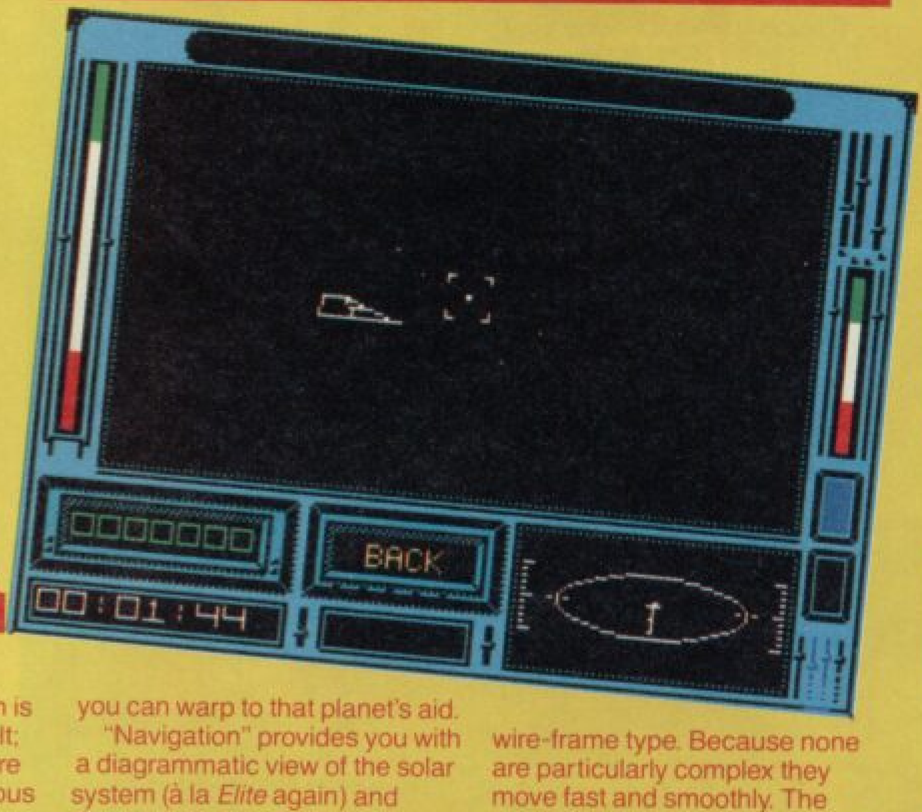
YS CLAPOMETER

Surprisingly adept footie sim from budget house gone legit, with loads of variations and user friendly gameplay.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■□□□

8

RING WARS



Cascade/£8.95 cass

Macca The story so far: Earth is the buckle in the universe's belt; a fragrant lump of granite where all is good, big and self-righteous (a bit like America you could say), when suddenly a squadron of armoured, alien battle-planets appear on the fringe of the solar system. These RingWorlds — as they are named — move silently and insidiously into each planetary system, with the earth and galactic conquest in their sights.

It's up to you, lone fighter pilot, the man with the flying skills and sexual prowess to match them, to take on the RingWorlds and alien mothership and blast them into Monday.

Your view of the universe is the typically wire-frame/oncoming stars one, not dissimilar from *Elite*. A target sits smugly in the centre of the screen, a meeting point for your lasers. It can be moved cleverly off screen in each direction to provide a flick-screen panoramic view of the vacuum around you.

Alert messages flash on the screen, informing you of the planetary systems under attack. Uranus is normally first (insert your own milkman/microwave joke here). Your navigation system must be selected before you can warp to that planet's aid.

"Navigation" provides you with a diagrammatic view of the solar system (à la *Elite* again) and there's a choice of either womping straight to the RingWorld or going for a quick lunar holiday on one of the picturesque moons.

The only way to actually destroy a RingWorld is by entering through its exhaust port, and then planting a thermonuclear warhead in the reactor (it beats me why all these "invulnerable" death star things always have these stupid tunnels).

The RingWorld's drone craft try and prevent you from accessing the port. They attack you from all sides and angles, belching missiles and lasers. You, in return, have to master the panoramic view movement and overheat the laser somewhat. Once inside, finding the reactor is a simple case of following the signs and avoiding the energy balls.

Then when you've planted the bomb (giving yourself enough time to escape) and jetted out of the system, there is time to visit a moon and restore some energy and fuel.

The graphics are the usual wire-frame type. Because none are particularly complex they move fast and smoothly. The graphical representations of the planetary system with cute orbiting moons are good. The game is quite involving. The satisfying explosions, the fast and realistic alien movements and sub-games all contribute to the gamplay.

It's difficult not to draw any parallels with *Elite*, since the games are so similar. *Elite* as the edge though with its strategic element and weapon add-on ability.

I liked it. The attraction is wired together with the challenging scope of the game and addictive qualities.

YS CLAPOMETER

Unoriginal plot, but technically superb wired frame graphics with action, lasers and planets to land on.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■□□

8



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Yes it's *Marcus Berkmann* again, rootling around in the lucky dip for all the latest cheapoid games. And what did he pull out? A bunch of bargains no less!

BARGAIN BASEMENT

HOW TO BE A COMPLETE BASTARD

Ricochet/£1.99

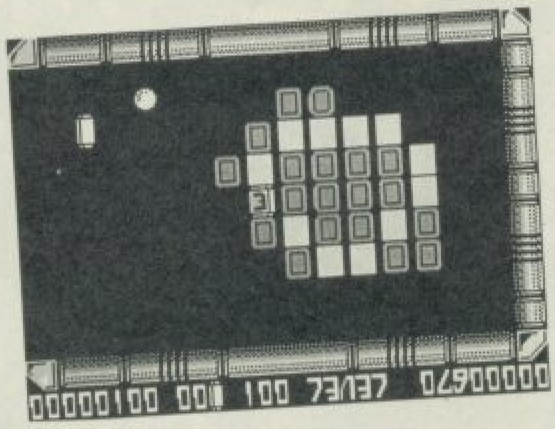
'How To Be A Rich Bastard', more like. Do you know how many copies of that book Ade sold? Enough to buy him a residency on the golf course with Tarby and co, I'd say, but never mind. This Virgin game, originally reviewed in *YS* in November '87, is based fair and square on Ade Edmondson's vomit-stained bestseller, and it certainly captures the flavour — in a bucket. You play Ade, wandering around a yuppie house party trying to make yourself as unpopular as you possibly can in the shortest possible time. The screen's split into two floors, with the now standard, left-right-in-out layout, à la *People From Sirius* and many others. Lots of funny ideas, but the actual gameplay's no more than humdrum, mainly because not a lot seems to be happening and what does happen is rather slow. For fans only.

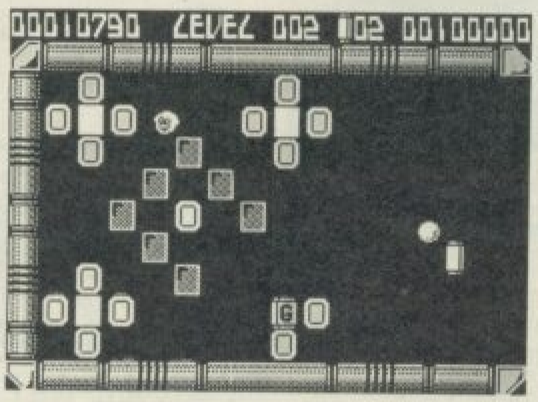


KRAKOUT

Kixx/£1.99

Now, this is a good deal better. When this originally came out, I gave it what might be described as a less than generous review, mainly because at the time I was completely obsessed with *Arkanoid,* which with its sequel remains undoubtedly the best of these *Breakout* variants. *Krakout,* which was Gremlin's entry, turns everything 90 degrees so you're moving your bat from top to bottom and stopping the ball from leaving the screen on the right. It's got all the usual extras, although in this case you don't collect the capsules as they fly towards you, but simply have to hit the same square again. The graphics are a little basic, but it's eminently playable, and if you want some more bricks to batter, you could do far worse (*Traz* perchance?). The uncommitted, though, should spend the extra and buy *Arkanoid.*

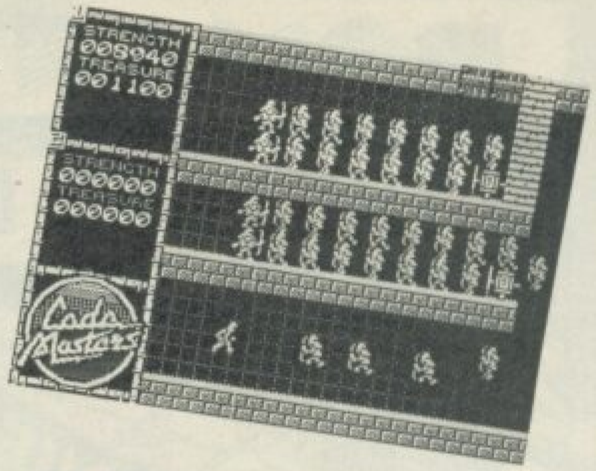




NINJA MASSACRE

Code Masters/£1.99

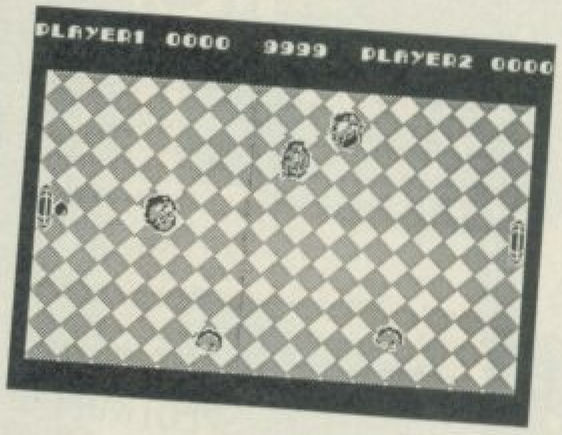
I haven't seen the inlay for this one but no doubt it'll say something like "'The greatest *Gauntlet*-type game since the Jurassic Age,' says previously unknown cousin Archibald Darling". In fact it's a very low grade *Gauntlet* rip-off, with features unashamedly nicked from most of the cleverer variations on that game — *Eagle's Nest* and so on. It's perfectly well programmed, but then it would be, as it's been done 3,450,000 times before. Utterly wretched.



BLIP

Silverbird/ £1.99

Good grief! First we get two *Breakout* clones and now someone's harking back all the way to *Pong! (Pong? Ed)* Yes, *Pong,* the first ever arcade game, invented by Someone Whose Name I've Forgotten in about 1902. This is the old bat and ball game — tennis, football, squash and sundry other variations which are nearly as bewhiskered. Not surprisingly, *Blip* has been neatly programmed and it looks lovely, but the basic game is terribly old, and unlike *Arkanoid* and co, there's been no attempt to update the formula. *Blip* is just *Pong* with pretty backgrounds, and it's really rather dull.



PRO SKATEBOARD SIMULATOR

Code Masters/ £1.99

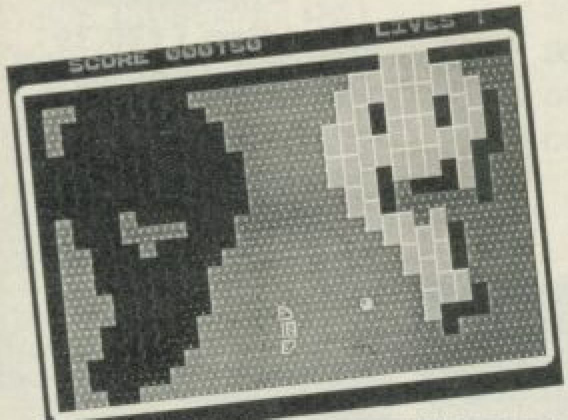
For Code Masters this ain't half bad. It's a shot at the *720°/Skate Crazy* market, with loads of wacky skateboard speak and some tricky courses (or is it the control system?). The game is played over seven levels, each with a skate park section, seen from the side, and a cross-country bit, seen from above. In one you have to collect flags, in the other skate between them, all against a time limit. Nothing too complex or elaborate — just a good, simple budget game. Now, if only there weren't those blasted Darling's plastered all over the packaging . . .

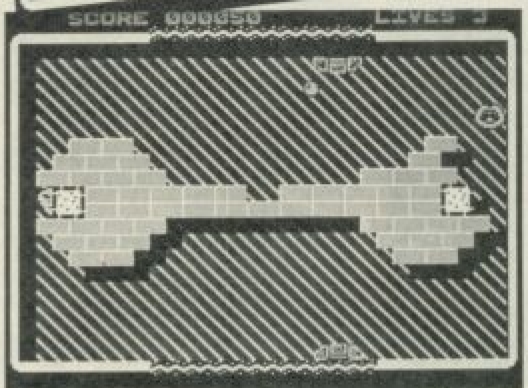


TRAZ

Gamebusters/£2.99

Ah, so this is what happened to it. Every so often a game is announced amid much excitement, palaver and huge advertising budgets, and then it never shows. Why? What happens? The usual scenario is that





the company announces the game before it has seen the finished product, and when it does get an eyeful, the game's so dreadful that everyone tries, usually without success, to forget all about it. *Traz* is an *Arkanoid* clone, originally by Cascade, and was converted from the excellent and highly successful Commodore game of the same name. On the Spec, though, it doesn't take a genius to see that it doesn't cut it. So instead of an enormous star-studded (J. Minson) launch, out it has dribbled six months later as a cheapie. It's much the worst game of its kind that I've seen, so let's say no more and let it expire with dignity.

LEADERBOARD

Kixx/£1.99

Ah, but some cheapies are the business, however elderly. *Leaderboard* is of course *the* golf simulation, and months after its first

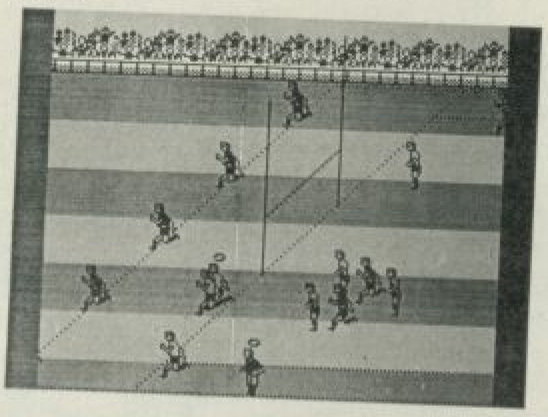


appearance it's still a cracker. The secret is its simplicity — it's easy to play, so that anyone with enough patience to read the instructions can get going without delay, but very tricky to master, especially once hook, slice and wind (parp) have been added into the equation. Detailed though the instructions are, this cheapie version does not include the valuable course maps that were featured in the full price deluxe thingy, which is a pity, but then you can't expect everything for two quid. No doubt someone's trying to better this on the 16-bit gizmos as we speak, but I can't see that anyone will ever come close to it on the Spectrum. Now where are my silly trousers? Fore! *(I thought you gave it eight. Ed)*

SCUBA KIDZ

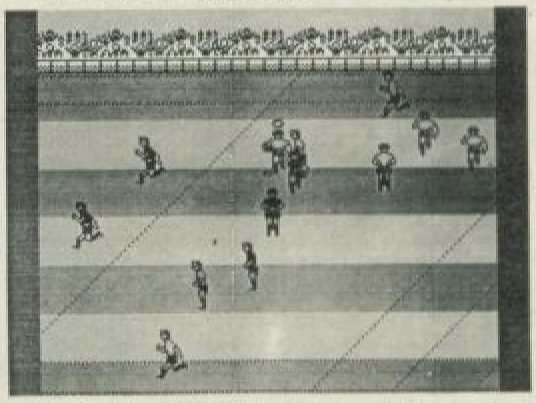
Silverbird/£1.99

Gnarled, wrinkly Spec-chums may well remember the sort of game we usually had to put up with in 1984 — dull, screen-by-screen arcade adventures which boiled down to solving the silliest and dreariest of problems in a bright, blocky background. You know, games like *Kokotoni Wilf*, which I distinctly recall spending good money on and wondering what all the fuss was all about. Well, this game brings all that back. As one of the Scuba Kidz (doncha just love that 'z'), you swim from left to right shooting bubbles at fish (I think I'd feel happier with a harpoon myself) and picking up various keys and bits and bobs which let you proceed further. All very nice but terribly old hat, and far too dull for today's more sophisticated audience.



INTERNATIONAL RUGBY SIMULATOR

Code Masters/£1.99

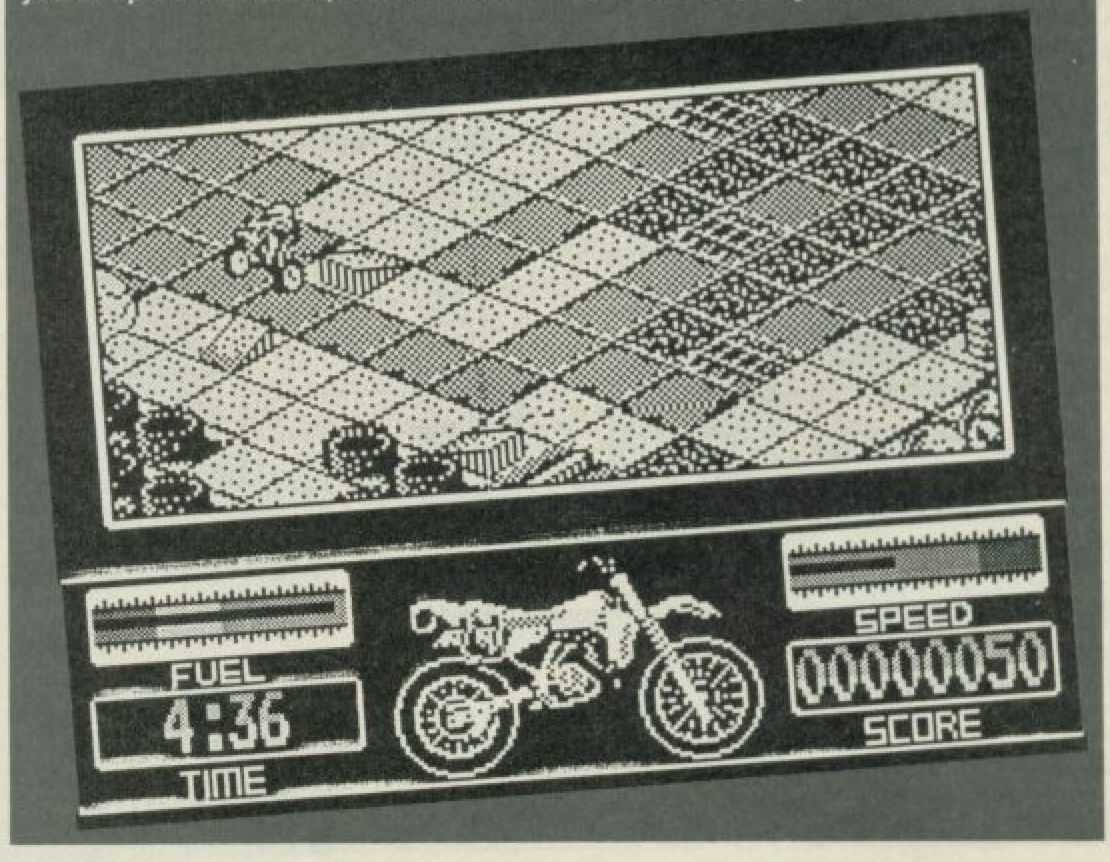


"This is it — the truly definitive rugby game," says the blurb, when what they really mean is "the only rugby game on the market". Still, times are tough in Darlingland, as they must be slowly but surely running out of things to simulate. Duncan's offered them a controlling interest in Gardensoft, but no dice. *(Advanced Dice Simulator?* There's an idea.) Meanwhile, it's off to Twickenham, although suspicions are immediately raised when you see that the puff on the back ("An amazing mixture of strategy and fast action... absolutely brilliant!") is not from one of the mags but comes courtesy of one David Darling. In the end though, this actually is quite a good rugby game, using many of the tricks learnt by Jon Ritman on *Match Days 1* and 2. It's easy to control, and many of its features, like scrums and throw-ins, are handled very impressively. If you've been waiting years for a decent rugby sim you'll love it — as for the wider market, I'm not sure, but I (who hate rugby) thoroughly enjoyed it.

MOTORBIKE MADNESS

Mastertronic/£1.99

Nice one this, not unlike *Pro Skateboard Sim* earlier, but more sophisticated and more addictive. The main difference, of course, is that you're riding a motorbike on this one, and scrambling around an extremely testing mountain course. There's a time limit, natch, and the faster you complete the course, the more dosh you get to upgrade your machine. It's not terribly original, true — I mean, there's a virtually identical game on another part of this page — but above all it has been well designed. Your skill is always being tested, which can be a problem if you don't have any — but even I got the hang of things, so it can't be too difficult. The programmers were Binary design, who have done a lot of Mastertronic games, but this, I think, is one of their best. Neat stuff, and worth two nelsons of anyone's wad.



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Uggggghhhh! A coat like this will do nothing for your street cred! And as for the Edinburgh Castle patch - pukey!

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Wow!Get groovy with the ***YS* Psycho PigT-Shirt.** It's the epitomy of good taste. What's more it comes in four sizes ranging from wimp to megahulk. And at only **£4.99 + 50p p&p** it's a bargain! **T-Shirt/REF YS114**

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Though you may want to rip up the Yellow Pages you're not going to want to spoil your collection of *YS*. So treat it with a little tender, loving care and protect it with a ***YS* Binder** or two. Each one can hold up to twelve issues of the most happening mag on the planet. At only **£4.95** each you'd be crackers not to buy one...or two...or three... **Binder/REF YS112**

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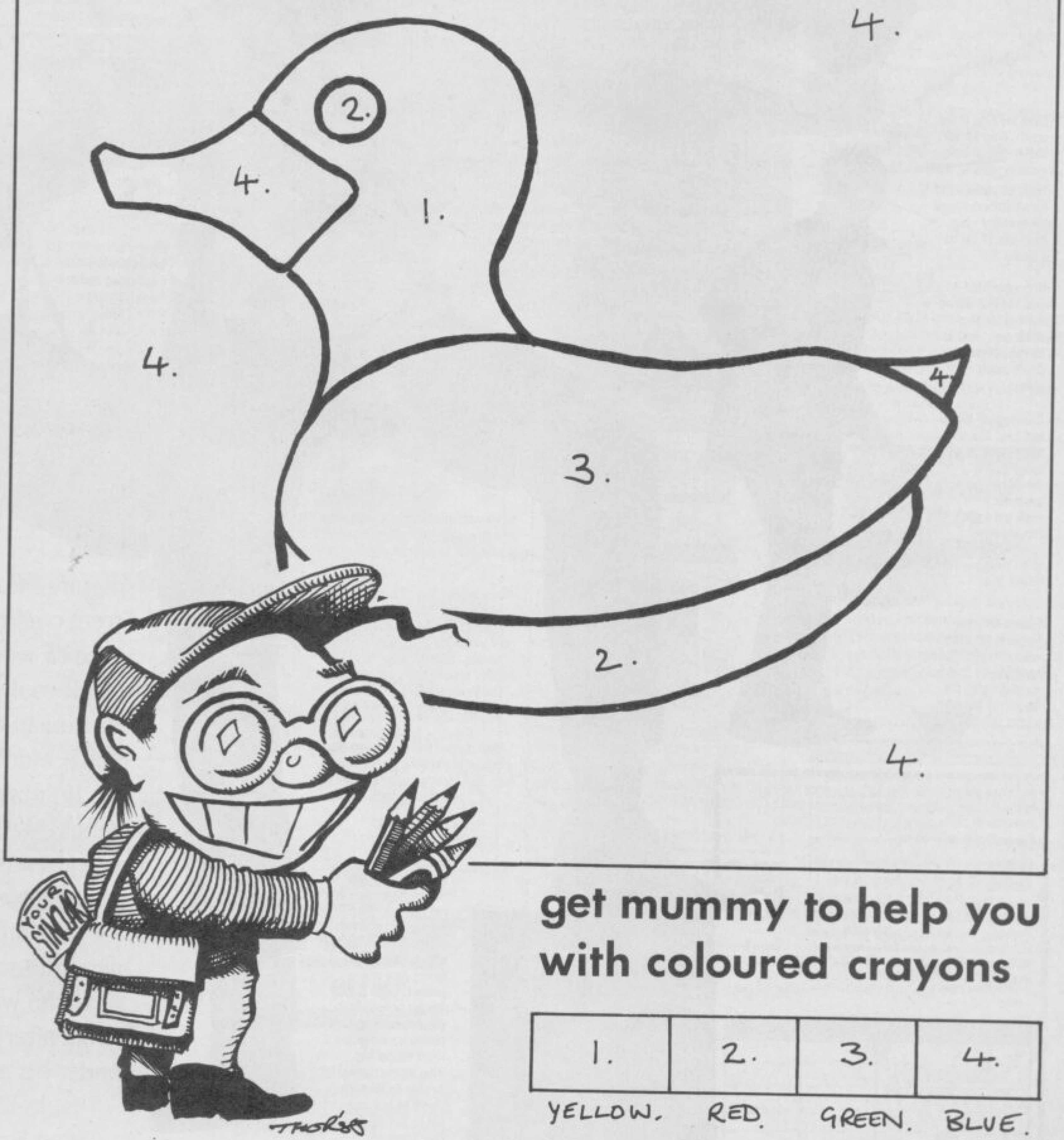
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ARNOLD EGG'S...

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whatisit?



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COMPO WINNERS

'Ere Ain't You That Famous David Wossname Geezer With The Camera? No I'm A Ninja Warrior and You're Dead Matey Compo.

This time we asked you to identify six bods trying to hide behind Ninja balaclavas. First out of the mask and winner of the fab Olympus clicker was:

Sirfraz Aziz, Lenton, Nottingham.



And the 50 lucky snappers to get *Last Ninja II* posters were:

Colin Radford, Norton Sub. Hamdon, Somerset; Luke Blackburn, Aughton, Sheffield; Garry Abel, Grimsby, South Humberside; Ian Corker, Sheffield S12; C.A. Waddington, Huddersfield, W. Yorks; Paulo Jose Gouveia de Figueiredo, Santarem, Portugal; Scott Coughlan, Crayford, Kent; M.L. Barton, Bournemouth, Dorset; J Standen, Dagenham; Phil Churchward, Kilburn, London; Stephen Hau, London SW1; Craig McIntyre, Audensham, Manchester; Paul Hobbs, Shirley, Southampton; Mr AM Hayward, Walsall, W. Midlands; Anthony Ritchie, Didcot, Oxon; Derek Horwood, Hebburn, Tyne & Wear; Stephen Thorne, Basildon, Essex; Mr ES Pettit, Weymouth, Dorset; Anthony Gayter, Canford Heath, Poole; Alain Baird, Bathgate, West Lothian; Mike Gale, Hollypack, Plymouth; Darren Neasham, Rustington, W. Sussex; Colin McBurnie, Dewsbury, W. Yorks; Norman Marr, Northfield, Aberdeen; Richard Marks, Helston, Cornwall; Duarte Menezes de Morais, Parede, Portugal; Andrew Dungey, Penryn, Cornwall; Wayne Parsons, Fareham, Hants; Michael Dowson, Darlington, Co. Durham; M Gerrish, Yalding, Kent; Tony MacLennan, Dunfermline, Fife; Jonathan O'Shea, Newcastle, Tyne & Wear; Karl Smith, Kirkwall, Orkney; Glenndel Storey, Morpeth, Northumberland; Matthew McColley, Newtown; Lee Clark, Liskeard, Cornwall; T White, Walsall, W. Midlands; J Waddington, Bradford, W. Yorks; Iain MacKenzie, Woodbridge, Suffolk; Nick Haydon, Pinner, Middlesex; Alan Cooper, Ballygawley, Co. Tyrone; SR Moulton, Lichfield, Staffs; Tony Ricketts, St.Leonards-on-sea, E. Sussex; A. Rochinha Hortas, Seixal, Portugal; B Kapoor, Ilford, Essex; Matthew Poore, Lordswood, Southampton; Steven Ourrant, Okehampton, Devon; Glyn Wigglesworth, Harlech, Gwynedd.

I Thought You Said "Tricky" Compo.

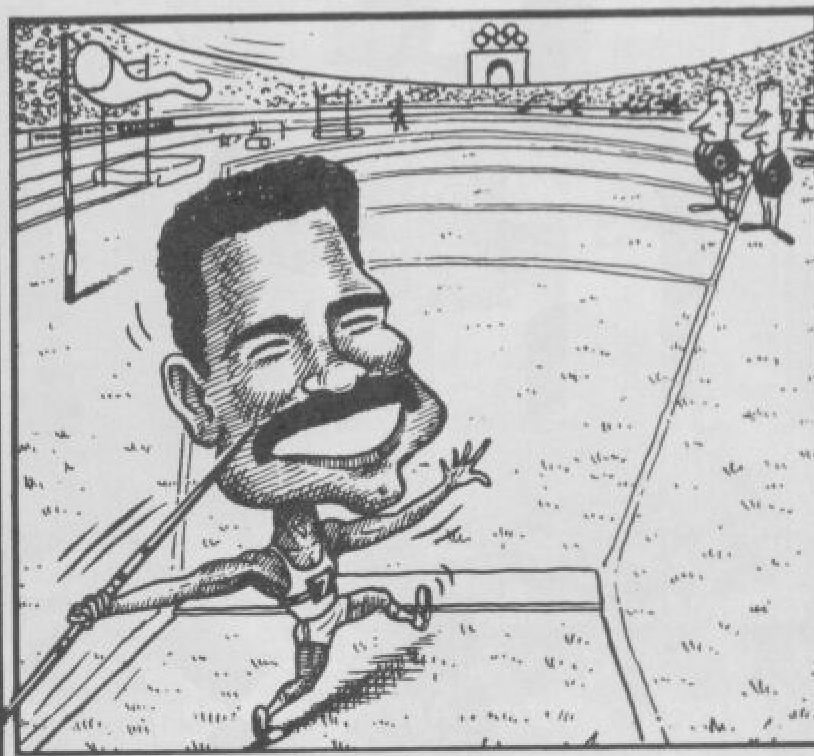
Never knew a simple Grandad clock could pose such problems, eh? But someone, at least, split the face into the right 5 pieces and won himself 10 new pieces of software — he was:

Martin Calley, Tremorfa, Cardiff.

Huff Pant Wheeze Heeeeuuh Roooaarr Compo.

Time to make a big effort, crikey I nearly busta gut hefting that pole, and after all that where *did* it land? First to hit jackpot, or rather a Sony Sports Walkman and snazzy sports bag 'n' gear, was:

Paul Salkeld, Chapelton, Sheffield.



Ten just-as-sporting *YS* readers who won copies of *Daley Thompson's Olympic Challenge* were:

Jon Leach, Sidmouth, Devon; Matthew Doore, Lordswood, Southampton; Shane Dodd, Balby, S. Yorkshire; Ivan Tawan, Sunderland, Tyne & Wear; Alun Morley, Cramlington; Simon Martin, Truro, Cornwall; Steve Gunn, Brighton, E. Sussex; Colin McBurnie, Dewsbury, W. Yorkshire; John Colston, Kirkcaldy, Fife; Richard Marks, Helston, Cornwall.

Rip Gouge Tear Spit Kick Punch Stomp Growl Slobber Streetfighter Compo.

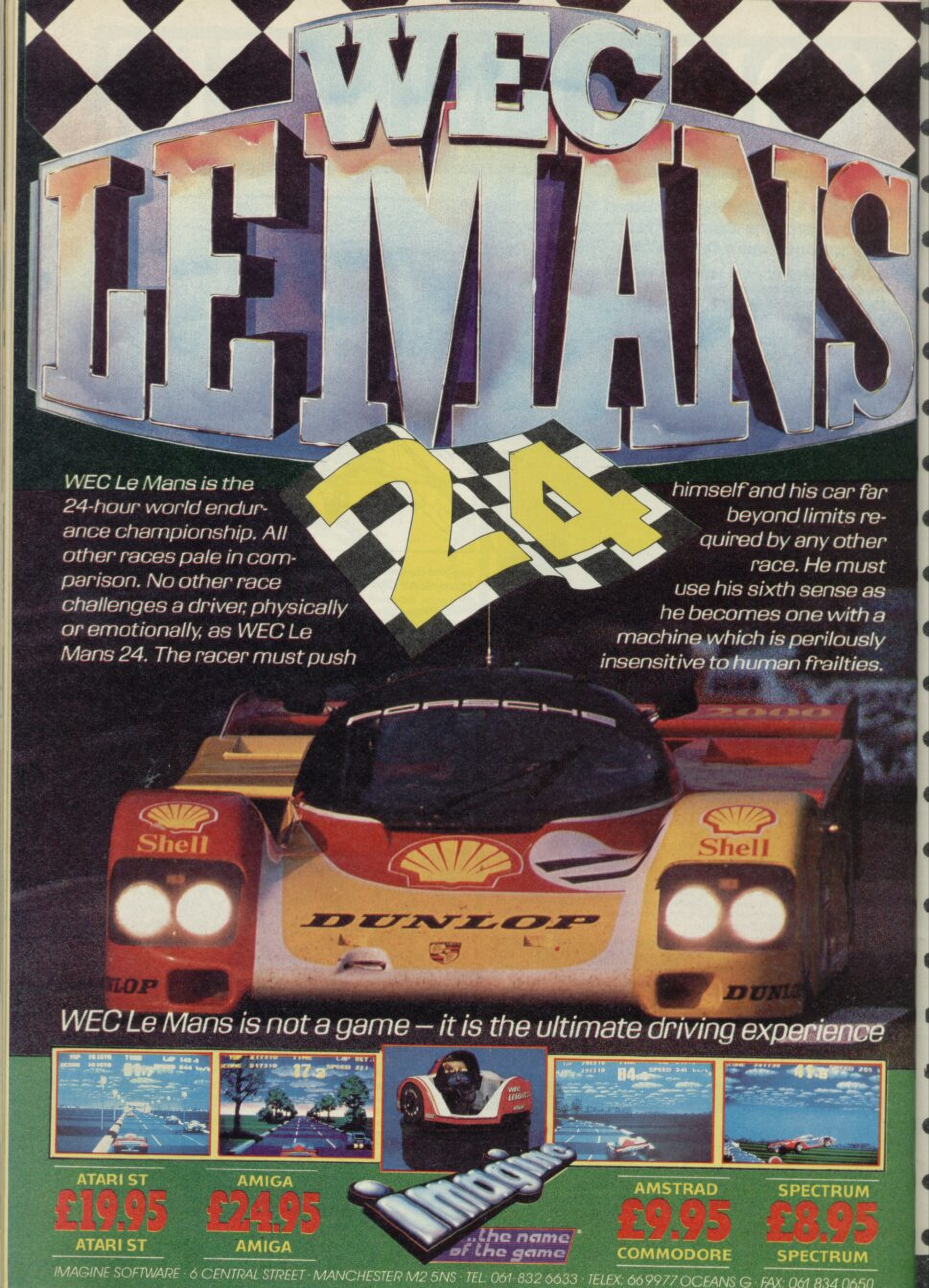
Back in July (when life was hot) we showed you a coupla mean pics and got you to suss 'em an 'slash 'em out for the chance to win . . .2 Phillips Movin' ghetto blasters — they went to:

James Oliver, Nutfield, Surrey and Stephen Byrne, Shirenewton, Gwent.



The next 25 courageous difference ringers were:

Mark Matthews, Mainstone, Plymouth; A Robson, Silksworth, Sunderland; A Ryan, Besfleet, Essex; P Waterhouse, Intake; G Acton, Stretton, Burton-On-Trent; Craig Ryall, Solihull, W. Midlands; Terry Smith, Stoke Newington, London; Alexander Gurney, Loudwater, Nr. High Wycombe; Gordon Forrest, Old Brook, Milton Keynes; David Gemmell, Castlemilk, Glasgow; Stephen McGarry, Denniston, Glasgow; Ian Skinner, Cairneyhill, Dunfermline; Wayne Watkin, Chelmsley Wood, Birmingham; Kevin McNamara, S. Ockenden, Essex; Neil Dempsey, Dundee, Scotland; Patrick Llamas, Middlesborough, Cleveland; Ian Carole, Norwich, Norfolk; Serafim Fonseca, Porto, Portugal; R.R. Patel, Nottingham; Andrew J Tomlin, Contesthorpe, Leics; Hazel Morgan, Litherland, Liverpool; Scott Sutherland, Castlemilk, Glasgow; Nigel Holliday, Seaview, Isle Of Wight; Lok Cheung Liu, Harrow Weald, Middlesex; K.A. Schimmel, Heronridge, Nottingham.



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PROGRAM PITSTOP

Rev up your Speccy's, put 'em in gear, 'cos you're in the pitstop and *David McCandless* is here.



So far in these Pitstop specials we've covered the noisy world of music and sound effects, delved into the realm of screen effects, and now it's the turn of the fancy loader (fwar!).

The scope of things you can do with loaders is mammoth, massive, enormous, large, huge — in fact rather big really. You can mask or flash a border; speed up or slow down the loading; build up a screen in an intricate way (á la Alcatraz) or just have the attributes come at you from all sides; and you can even — these days — play a game while the game loads. Cor blimey, the possibilities are endless.

And so I've compiled for you three of the best (and strangest) loaders ever and squeezed them — quite cunningly I thought — onto these pages. First is a welcome regular to Pitstop, **Simon Owen** with simply the most user-friendly loader in existence. Then, you'll have to deal with **Rogerio Lordeiro Martins** and his brilliant *InfoLoad* program. And then to end with there's **Kevin Gale** and his inspired emulation of the famous Alcatraz loader used on US Gold games.

Next month, normality returns with yet more amateur programs decorating the back end of the magazine. In the meantime, stay tuned and keep sending those routines to

David McCandless, Program Pitstop, *YS*, 14 Rathbone Place, London, W1P 1DE. And don't forget the fifty smackeroonies available for program of the month.

MULTI-LOAD

by Simon Owen

Again this month I have the pleasure of bringing you another **Simon Owen** masterpiece. Already renowned for his brilliant *Sprite Editor* and *Sound FX Generator* programs, Simon has now curved his skills towards a more mundane project, the *Multi-Loader!* Fortunately "mundane" is not a word in Simon's dictionary, a better word would be "extraordinary" or "remarkable" or Colman's to that effect.

Method

As well as being excellently programmed, *Multi-Load* is also a physical embodiment of the word "simple" to work. Just type in the Basic program and save it to tape with SAVE "multi" LINE 9999. Then, enter the Multi-Code (with the help of the *Hex Loader* program) and save that with SAVE "multi" CODE 64000,1184. Then, why not RUN it eh?

```
  10 REM    'MULTILOAD'
  15 REM
  25 REM
  30 REM WRITTEN FOR "YS"
  40 REM        BY
  50 REM   SIMON OWEN
  60 REM
  80 REM  ASSISTED BY
  83 REM    MATTHEW
  84 REM 'UTTER GENIUS'
  88 REM    COLLIER
  90 REM
  92 REM DON'T ALTER LINE NO.S'
  93 REM
 100 CLEAR 65535: POKE 23658,8:
POKE 23624,71: POKE 23693,71
 110 OUT 254,0: CLS
 115 PRINT AT 2,0;"USE KEYS 'Q'
AND 'A' TO CHANGE  OPTION AND 'S
PACE' TO SELECT.": PAUSE 200
 120 RESTORE 9000: GO SUB 8000
 130 GO TO 7000
 140 FOR F=1 TO 25: NEXT F
 150 CLS : PRINT AT 10,10;"START
 TAPE";AT 12,7;"(LOAD HEADERLES
S)"
 160 RANDOMIZE USR 64627
 170 RANDOMIZE USR 64615
 180 GO TO 120
 190 RANDOMIZE USR 64603: LET DA
TLEN=3*USR 64363: LET ATTLEN=3*U
SR 64485: IF DATLEN=0 THEN  PRIN
T AT 10,0; FLASH 1; PAPER 2;"WAR
NING:- NO SCREEN IN MEMORY !!":
FOR F=1 TO 500: NEXT F: GO TO 12
0
 195 RESTORE 9010: GO SUB 8000
 200 PRINT AT 3,9; PAPER 2; FLAS
H 1;"LOADING ORDER": GO TO 7000
 210 LET DAT=1: GO TO 230
 220 LET DAT=0
 230 RESTORE 9020: GO SUB 8000:
PRINT AT 3,10; PAPER 2; FLASH 1;
"SCREEN DATA"
 240 GO TO 7000
 250 RESTORE 9400: FOR F=1 TO D:
 READ NUM: NEXT F: GO SUB 8500:
RANDOMIZE USR 64603+USR NUM
 260 RESTORE 9030: GO SUB 8000:
PRINT AT 3,10; PAPER 2; FLASH 1;
"ATTRIBUTES"
 270 GO TO 7000
 280 RESTORE 9410: FOR F=1 TO D:
 READ NUM: NEXT F: GO SUB 8540:
RANDOMIZE USR 64603+USR NUM
 290 RESTORE 9040: GO SUB 8000:
PRINT AT 3,9; PAPER 2; FLASH 1;"
BORDER STATUS"
 300 GO TO 7000
 310 POKE 64161,0: POKE 64162,0:
 GO TO 360
 320 POKE 64161,173: POKE 64162,
0: GO TO 360
 330 RESTORE 9050: GO SUB 8000:
PRINT AT 3,9; PAPER 2; FLASH 1;"
WHICH COLOUR ?"
 340 GO TO 7000
 350 POKE 64161,62: POKE 64162,D
-1
 360 RESTORE 9060: GO SUB 8000:
PRINT AT 3,9; PAPER 2; FLASH 1;"
LOADING SPEED"
 363 PRINT AT 17,0; FLASH 1;"NOT
E !"; FLASH 0;" MOST TAPE-RECORD
ERS CAN'T       COPE WITH THE LA
ST OPTION"
 365 GO TO 7000
 370 RESTORE 9570: FOR F=1 TO D:
 READ AA,BB,CC,DD,EE,FF,GG,HH,II
: NEXT F: POKE 65058,AA: POKE 65
091,BB: POKE 65097,CC: POKE 6511
2,DD: POKE 64082,EE: POKE 64100,
FF: POKE 64116,GG: POKE 64121,HH
: POKE 64140,II
 380 CLS : LET L=DATLEN+ATTLEN:
PRINT AT 10,0;"LOADER AND DATA R
EADY FOR SAVING": POKE 64207,L-2
56*INT (L/256): POKE 64208,INT (
L/256): SAVE "LOADER"CODE 64000,
196: RANDOMIZE USR 64999: CLS :
PRINT AT 10,10; FLASH 1;"CODE SA
VED": PAUSE 200
 390 CLS : PRINT AT 2,0;"TO LOAD
:-""""TYPE""""LOAD ""LOADER""CO
DE :RANDOMIZE USR 64000""""YOU
MAY FIND THAT A 'CLS' WOULD BE U
SEFUL BEFORE THE 'RAND. USR'": S
TOP
7000 LET N=1
7010 LET P=7: LET I=1: GO SUB 75
10
7020 IF INKEY$="Q" THEN GO SUB
7500: LET N=N-2: IF N<7 THEN LE
T N=8
7030 IF INKEY$="A" THEN GO SUB
7500: LET N=N+2: IF N>8 THEN LE
T N=7
7040 IF CODE INKEY$=32 THEN BEE
P .01,25: LET D=(N+2-T)/2: RESTO
RE GOT: FOR F=1 TO D: READ LIN:
NEXT F: GO TO LIN
7050 GO TO 7010
7500 LET P=0: LET I=7
7510 PRINT AT N,8; OVER 1; PAPER
 P; INK I; BRIGHT 1;"
      ": RETURN
8000 CLS : PRINT AT 0,10;"""; PA
PER 2;"MULTILOAD"; PAPER 0; FLAS
H 0;"""";#0;AT 1,5; PAPER 3;"WRIT
TEN BY SIMON OWEN"
8010 READ GOT,T,B
8020 FOR F=T TO B STEP 2: READ A
$: PRINT AT F,8;A$: NEXT F
8030 RETURN
8500 IF DAT=1 THEN  LET ADD=4000
0
8510 IF NOT DAT THEN  LET ADD=40
000+ATTLEN
8520 POKE 64205,ADD-256*INT (ADD
/256): POKE 64206,INT (ADD/256)
8530 RETURN
8540 IF DAT=1 THEN  LET ADD=4000
```

```
0+DATLEN
8550 IF NOT DAT THEN  LET ADD=40
000
8560 GO TO 8520
9000 DATA 9500,8,10,"LOAD NEW SC
REEN","CONTINUE..."
9010 DATA 9510,8,10,"DATA LOADS
FIRST","ATTRS LOAD FIRST"
9020 DATA 9520,6,18,"NORMAL","BA
CKWARDS","TOP TO BOTTOM","BOTTOM
 TO TOP","LEFT TO RIGHT","RIGHT
TO LEFT","RANDOM"
9030 DATA 9530,6,18,"NORMAL","BA
CKWARDS","LEFT TO RIGHT","RIGHT
TO LEFT","INWARD SPIRAL","DIAGON
AL","RANDOM"
9040 DATA 9540,10,14,"NORMAL","M
ULTI-COLOURED","MASKED"
9050 DATA 9550,6,20,"BLACK","BLU
E","RED","MAGENTA","GREEN","CYAN
","YELLOW","WHITE"
9060 DATA 9560,8,14,"NORMAL","ME
DIUM","FAST","AAAAARRGGH!!"
9400 DATA 64512,64533,64640,6467
8,64707,64735,64292
9410 DATA 64554,64575,64763,6480
8,64835,65129,64390
9500 DATA 140,190
9510 DATA 210,220
9520 DATA 250,250,250,250,250,25
0,250
9530 DATA 280,280,280,280,280,28
0,280
9540 DATA 310,320,330
9550 DATA 350,350,350,350,350,35
0,350,350
9560 DATA 370,370,370,370
9570 DATA 59,66,62,49,176,178,20
3,176,22,41,48,44,31,202,204,221
,207,16,24,30,27,14,228,230,239,
228,5,19,25,22,9,235,237,244,235
,2
9999 LOAD ""CODE 64000,1184: RUN
```

The Idea Mate

The Basic program acts as a simple answer/question interpreter. It turns your selection into a whopping great loader. When using the program, Q and A move the highlight bar up and down, while SPACE selects. The choices are (after loading a screen):

(i) What should be loaded first?
DATA or ATTRIBUTES

(ii) How should the data be loaded?
NORMAL, BACKWARDS, TOP TO BOTTOM, BOTTOM TO TOP, LEFT TO RIGHT, RIGHT TO LEFT or RANDOM

(iii) How should the attributes be loaded?
NORMAL, BACKWARDS, LEFT TO RIGHT, RIGHT TO LEFT, INWARD SPIRAL, DIAGONAL or RANDOM

(iv) What border effect?
NORMAL, MULTI-COLOURED, or MASKED

(v) What colour?
BLACK, BLUE, RED, MAGENTA, GREEN, CYAN, YELLOW, WHITE

(vi) What speed should it load at?
NORMAL, MEDIUM, FAST or AAARRGHHH! (Not recommended)

Once you've completed your selection the program saves off both loader and screen to tape. You must then reset the computer and type LOAD"": RANDOMIZE USR 64000 to see the final effect. Any combination is possible no matter how extravagant or stupid. Experimentation is the key to effective success. Have fun.

```
64000 DD 21 C4 FA 11 08 52 3E =669
64008 FF 37 14 08 15 F3 3E 08 =672
64016 03 FE 21 3F 05 E5 DB FE =1268
64024 1F E6 20 F6 02 4F BF C0 =1003
64032 CD 8B FA 30 FA 26 64 06 =1036
64040 00 CD B7 FA 06 9C CD B7 =1092
64048 FA 30 EC 3E C6 B8 30 E8 =1258
64056 25 20 F1 06 C9 CD 8D FA =1111
64064 30 DD 78 FE D4 30 F4 CD =1352
64072 8B FA D0 79 EE 03 4F 26 =1076
64080 00 06 B0 18 18 08 20 05 =275
64088 DD 75 00 18 04 CB 11 AD =765
64096 C0 79 1F 4F 13 18 02 DD =689
64104 23 1B 08 06 B2 2E 01 CD =506
64112 87 FA D0 3E CB B8 CB 15 =1266
64120 06 B0 30 F3 7C AD 67 7A =995
64128 B3 20 D2 7C FE 01 C9 CD =1206
64136 8B FA D0 3E 16 3D 20 FD =1027
64144 A7 04 C8 3E 7F DB FE 1F =1064
64152 D0 A9 E6 20 28 F3 79 2F =1090
64160 4F 00 00 E6 07 F6 08 D3 =781
64168 FE 37 F5 E5 3A D6 FA A7 =1456
64176 28 0F 3A C4 FA 2A C5 FA =1048
64184 77 AF 32 C6 FA DD 21 C4 =1242
64192 FA E1 F1 C9 00 00 00 00 =917
64200 00 00 03 7D 04 40 9C 18 =376
64208 79 2A 1A FB 55 29 29 4C =683
64216 2A 18 FB 44 CB 10 5C CB =899
64224 13 CB 12 09 22 18 FB 2A =600
64232 1A FB ED 5A CB BC 22 1A =1055
64240 FB FA FB FA 21 18 FB 34 =1362
64248 23 28 FC 2A 18 FB C9 CD =1050
64256 D1 FA 7C FE C0 38 04 D6 =1303
64264 BF 18 F8 67 E5 C1 3E BF =1241
64272 CD AC 22 7E A7 28 E8 C9 =1177
64280 4A 4F 4E 21 4A 4F 4E 21 =528
64288 00 00 00 00 2A CD FA 22 =531
64296 C7 FA 21 00 00 22 22 FB =801
64304 2A 1C FB 22 18 FB 2A 1E =702
64312 FB 22 1A FB CD 68 FB CD =1330
64320 FF FA 7E ED 5B C7 FA EB =1643
64328 77 23 73 23 72 23 22 C7 =686
64336 FA EB 36 00 ED 5B 22 FB =1152
64344 13 ED 53 22 FB 2A CB FA =1119
64352 A7 ED 52 20 DA 2A C7 FA =1227
64360 36 00 C9 21 00 40 01 00 =353
64368 18 11 00 00 7E A7 28 01 =375
64376 13 23 0B 78 B1 20 F5 D5 =852
64384 C1 ED 53 CB FA C9 2A CD =1414
64392 FA 22 C7 FA 21 00 00 22 =800
64400 20 FB 2A 1C FB 22 18 FB =913
64408 2A 1E FB 22 1A FB CD E5 =1068
64416 FB CD D1 FA 7C FE 03 38 =1352
64424 04 D6 03 18 F8 67 11 00 =613
64432 58 19 7E A7 28 ED CD 5B =1009
64440 C7 FA EB 1A 77 23 73 23 =1014
64448 72 23 22 C7 FA EB 36 00 =921
64456 ED 5B 20 FB 13 ED 53 20 =982
64464 FB 2A C9 FA A7 ED 52 20 =1262
64472 06 2A C7 FA 36 00 C9 7A =874
64480 FE 03 20 BD C9 21 00 58 =800
64488 11 00 00 01 00 03 7E A7 =314
64496 28 01 13 23 0B 78 B1 20 =435
64504 F5 D5 C1 ED 53 C9 FA C9 =1623
64512 2A CD FA 11 00 40 01 00 =579
64520 18 1A A7 C4 54 FC 13 0B =779
64528 78 B1 20 F5 C9 2A CD FA =1272
64536 11 FF 57 01 00 18 1A A7 =577
64544 C4 54 FC 1B 0B 78 B1 20 =899
64552 F5 C9 2A CD FA 11 00 58 =1048
64560 01 00 03 1A A7 C4 54 FC =729
64568 13 0B 78 B1 20 F5 C9 2A =847
64576 CD FA 11 FF 5A 01 00 03 =821
64584 1A A7 C4 54 FC 1B 0B 78 =883
64592 B1 20 F5 C9 77 23 73 23 =959
64600 72 23 C9 21 EB 80 11 00 =760
64608 40 01 00 1B ED B0 C9 21 =739
64616 00 40 11 EB 80 01 00 1B =469
64624 ED B0 C9 DD 21 00 40 11 =949
64632 00 1B 3E FF 37 C3 56 05 =685
64640 2A CD FA 06 BF 0E 00 CD =913
64648 9C FC 1A A7 C4 54 FC 13 =1152
64656 0C CB 69 28 F5 05 78 FE =984
64664 FF 20 EA C9 C5 EB 3E BF =1407
64672 CD AC 22 EB C1 C9 2A CD =1287
64680 FA 06 00 0E FF CD 9C FC =1138
64688 0C 1A A7 C4 54 FC 1B 0C =776
64696 CB 69 28 F5 04 78 FE C0 =1163
64704 20 E9 C9 2A CD FA 0E 00 =977
64712 06 BF CD 9C FC 1A A7 C4 =1199
64720 54 FC 05 78 FE FF 20 F2 =1244
64728 79 C6 08 4F 30 EA C9 2A =931
64736 CD FA 0E FF 06 BF CD 9C =1282
64744 FC 1A A7 C4 54 FC 05 78 =1102
64752 FE FF 20 F2 79 D6 08 4F =1205
64760 30 EA C9 2A CD FA 0E 00 =994
64768 06 00 CD 16 FD 1A A7 C4 =875
64776 54 FC 04 78 FE 18 20 F2 =1012
64784 0C CB 69 28 EB C9 C5 E5 =1222
64792 16 58 59 6B 26 00 29 29 =423
64800 29 29 29 19 D1 EB C1 C9 =986
64808 2A CD FA 0E 1F 06 00 CD =753
64816 16 FD 1A A7 C4 54 FC 04 =1004
64824 78 FE 18 20 F2 0D 79 3C =866
64832 20 EB C9 2A CD FA 22 B5 =1180
64840 FD DD 21 B7 FD 21 E0 5A =1290
64848 06 0C C5 DD 46 00 DD 23 =762
64856 E5 EB 2A B5 FD 1A A7 C4 =1329
64864 54 FC 22 B5 FD E1 11 E0 =1270
64872 FF 19 10 EC DD 46 00 DD =1044
64880 23 E5 EB 2A B5 FD 1A A7 =1168
64888 C4 54 FC 22 B5 FD E1 23 =1260
64896 10 EF DD 46 00 DD 23 E5 =1031
64904 EB 2A B5 FD 1A A7 C4 54 =1184
64912 FC 22 B5 FD E1 11 20 00 =994
64920 19 10 EC DD 46 00 DD 23 =824
64928 E5 EB 2A B5 FD 1A A7 C4 =1329
64936 54 FC 22 B5 FD E1 2B 10 =1088
64944 EF C1 10 9E C9 00 00 17 =830
64952 1F 17 1E 16 1D 15 1C 14 =204
64960 1B 13 1A 12 19 11 18 10 =172
64968 17 0F 16 0E 15 0D 14 0C =140
64976 13 0B 12 0A 11 09 10 08 =108
64984 0F 07 0E 06 0D 05 0C 04 =76
64992 0B 03 0A 02 09 01 09 DD =266
65000 21 40 9C ED 5B CF FA 3E =1100
65008 FF 21 3F 05 E5 CB 7F 21 =948
65016 98 0C 08 13 DD 2B F3 3E =760
65024 02 47 10 FE D3 FE EE 0F =1061
65032 06 A4 2D 20 F5 05 25 F2 =776
65040 02 FE 06 2F 10 FE D3 FE =1044
65048 3E 0D 06 37 10 FE D3 FE =871
65056 01 0E 3B 08 AF C3 31 FE =691
65064 7A B3 28 0C DD 6E 00 7C =808
65072 AD 67 3E 01 37 C3 4F FE =922
65080 6C 18 F4 79 CB 78 10 FE =1090
65088 30 04 06 42 10 FE D3 FE =859
65096 06 3E 20 EF 05 AF 3C CB =782
65104 15 C2 3E FE 1B DD 23 06 =820
65112 31 3E 7F DB FE 1F D0 7A =1072
65120 3C C2 28 FE 06 38 10 FE =883
65128 C9 ED 5B CD FA 21 00 58 =1105
65136 01 01 37 E5 C5 CD 0D FE =1083
65144 D5 11 E1 FF 19 D1 0D 20 =989
65152 F4 C1 E1 D5 11 20 00 19 =949
65160 D1 0C 10 E7 C9 7C FE 58 =1138
65168 D0 FE 5B D8 7E A7 C8 7E =1385
65176 36 00 EB CD 54 FC EB C9 =1266
65184 00 00 00 00 00 00 00 00 =0
STOP
```

INFO LOAD

by Rogerio Lordeiro Martins

Some programs are quite difficult to break into. Some use complicated loaders (quite cunning), some encrypt their code (very cunning), while others fill up the entire memory with themselves, leaving not one spare byte for a dissassembler, monitor or even a POKE. **Rogerio Lordeiro Martins** obviously hates the latter type, because he's written an extremely sly program which overcomes this painful problem by displaying what's loading on screen as readable ASCII. In this way you can discover cheat modes, passwords, and hidden programmer's messages.

```
1 REM 8/7/1988 by Rogerio C
ordeiro Martins
2 REM start address of the ma
chine code - 32768  lenght -365
bytes

10 BORDER 0: PAPER 0: INK 7: C
LEAR 29999
15 LOAD ""CODE : CLS
95 PRINT : PRINT "PRESS A KEY
TO START INFOLOAD ": PAUSE 0: CL
S : PRINT AT 10,0;"SERCHING INFO
RMATION "
100 RANDOMIZE USR 32768
```

Method

Here comes an understatement: this program is easy to use, hexadecimal simplicity. First type in the Basic controller program and save that with: SAVE "info" LINE 10. Follow that with a saved version of the code (which I know you typed in using the *Hex Loader* program). It starts at 32768 and is 365 bytes long, so you save it with: SAVE "name" CODE 32768,365.

```
32768 D9 11 00 82 21 00 82 01 =528
32776 00 00 D9 CD 56 80 3E 08 =706
32784 32 39 81 3E 26 32 55 81 =600
32792 3E 7F DB FE 1F 30 31 18 =814
32800 10 D9 78 B1 1A 13 0B D9 =803
32808 28 17 6F CD 55 81 CD 5F =893
32816 81 7A FE 58 38 EB 3E BF =1137
32824 DB FE 1F 38 F9 16 40 18 =919
32832 E0 2E 20 CD 55 81 CD 5F =1021
32840 81 7A FE 58 38 F3 18 B0 =1092
32848 21 58 27 D9 FB C9 F3 DD =1293
32856 21 A4 80 11 00 40 AF 4F =660
32864 C0 CD E7 05 30 FA 25 20 =1000
32872 FD CD E3 05 30 F2 06 9C =1142
32880 CD E3 05 30 EB 3E C6 B8 =1164
32888 30 E7 24 20 F1 06 C9 CD =1000
32896 E7 05 30 DC 78 FE D4 30 =1138
32904 F4 CD E7 05 D0 06 D0 2E =1153
32912 01 E5 CD FE 80 E1 D0 3E =1312
32920 E9 67 B8 CB 15 06 CE 30 =1004
32928 F0 65 18 E9 3E 01 32 39 =768
32936 81 3E C9 32 55 81 7C 21 =813
32944 00 58 CB 74 20 17 21 00 =495
32952 58 22 80 80 67 3E 08 32 =649
32960 39 81 3E 26 32 55 81 00 =771
32968 21 02 81 18 49 ED 73 E2 =839
32976 80 F9 21 00 00 E5 E5 E5 =1097
32984 E5 E5 E5 E5 E5 ED 73 80 =1673
32992 80 31 00 00 18 05 08 3C =274
33000 08 6F 2C FE 20 38 46 FE =909
33008 80 30 42 D9 CB 7C 28 03 =829
33016 77 23 03 D9 18 37 AF 08 =636
33024 DD E9 7A FE 58 38 0F 3E =1051
33032 BF DB FE 1F 38 DC 16 40 =1057
33040 DD 21 AE 80 18 8E D9 78 =1059
33048 B1 20 07 11 00 82 6B 62 =568
33056 18 03 1A 13 0B D9 20 BE =522
33064 7C FE 20 38 08 FE 80 6F =967
33072 30 03 08 3C 08 CD 55 81 =546
33080 3E 05 3D 20 FD CD 52 81 =829
33088 D0 08 28 09 C5 CD 5F 81 =891
33096 C1 3E 02 18 02 3E 15 3D =427
33104 20 FD C3 EC 05 26 00 29 =800
33112 29 29 7C C6 3C 67 C9 4A =842
33120 06 08 7E 12 23 14 10 FA =479
33128 1C 28 01 51 C9 00 00 00 =351
STOP
```

Information

The program constantly fills the screen up with information. The code will continue loading even when the screen is packed with information. Clear the screen with ENTER. Breaking out of the program at any point is achieved with SPACE. To return to InfoLoad use RANDOMIZE USR 32768.

ALCATRAZ EMULATOR

by Kevin Gale

The Alcatraz loading system, apart from being fairly notorious in Spectrum circles, is also the bane of all hackers. But more importantly, it uses an original screen build up routine while it loads. And this is the part **Kevin Gale** has emulated in this, his sensational program.

Method

I'm not even going to make a comment on how easy this program is to use. Simply type in the listing, SAVE it, and then RUN it. Now what's difficult about that?

```
   1 REM     SCREEN EDITOR          KEVIN GALE 1988.
   2 POKE 23658,8: BORDER 0: PAPER 0: INK 6: CLS : PRINT AT 0,10; PAPER 1; INK 7;"SCREEN EDITOR"
   3 PRINT AT 4,10;"1:LOAD SCREEN";AT 6,10;"2:EDIT SCREEN";AT 8,10;"3:SAVE DATA";AT 10,10;"4:SAVE SCREEN";AT 12,10;"5:SAVE LOADER";AT 14,10;"6:WATCH SCREEN";AT 16,10;"7:DEMO DATA";AT 18,10;"8:LOAD DATA": PRINT  INK 7;AT 21,0; INVERSE 1;"      SELECT OPTION (1-8)     "
   4 LET K$=INKEY$: IF K$<"1" OR K$>"8" THEN  GO TO 4
   5 BEEP .1,0: CLS : IF K$="1" THEN  GO TO 14
   6 IF K$="2" THEN  GO TO 24
   7 IF K$="3" THEN  GO TO 40
   8 IF K$="4" THEN  IF PEEK 65534+256*PEEK 65535=42752 THEN  GO TO 36
   9 IF K$="5" THEN  GO TO 63
  10 IF K$="6" THEN  GO TO 71
  11 IF K$="7" THEN  GO TO 76
  12 IF K$="8" THEN  GO TO 50
  13 RUN
  14 PRINT AT 0,10;"LOAD SCREEN$": PRINT AT 8,5;"1:- LOAD FROM TAPE";AT 10,5;"2:- LOAD FROM DISK";AT 12,5;"3:- RETURN TO MAIN MENU": PRINT  PAPER 7; INK 3;AT 21,0; INVERSE 1;"      SELECT OPTION (1-3)     "
  15 LET K$=INKEY$: IF K$<"1" OR K$>"3" THEN  GO TO 15
  16 IF K$="3" THEN  RUN 2
  17 CLS : POKE 65534,0: POKE 65535,128: IF K$="1" THEN  GO TO 22
  18 GO TO 23
  19 INPUT "FILE NAME "; LINE F$: IF F$="" AND K$>"1" THEN  GO TO 19
  20 IF LEN F$>10 THEN  GO TO 19
  21 RETURN
  22 GO SUB 19: LOAD F$CODE 16384: RANDOMIZE USR 61020: POKE 61025,168: RANDOMIZE USR 61020: POKE 61025,211: RUN
  23 CAT 1: GO SUB 19: LOAD *1;F$CODE 16384: RANDOMIZE USR 61020: POKE 61025,168: RANDOMIZE USR 61020: POKE 61025,211: RUN
  24 RANDOMIZE USR 61050: POKE 61037,168: RANDOMIZE USR 61035: POKE 61037,211: LET X=0: LET Y=0: LET A=PEEK 65534+256*PEEK 65535: LET A1=A
  25 POKE 23728,PEEK (X*32+Y+22528)
  26 POKE (X*32+Y+22528),177: LET K$=INKEY$: IF K$="" THEN  GO TO 26
  27 IF K$="0" AND A+13<42765 THEN  LET A1=A: POKE (X*32+Y+22528),PEEK 23728: GO TO 59
  28 IF K$="9" AND A>32780 THEN  POKE (X*32+Y+22528),PEEK 23728: GO TO 62
  29 IF K$="5" AND Y>0 THEN  BEEP .02,20: POKE (X*32+Y+22528),PEEK 23728: LET Y=Y-1: GO TO 25
  30 IF K$="8" AND Y<31 THEN  BEEP .02,20: POKE (X*32+Y+22528),PEEK 23728: LET Y=Y+1: GO TO 25
  31 IF K$="7" AND X>0 THEN  BEEP .02,20: POKE (X*32+Y+22528),PEEK 23728: LET X=X-1: GO TO 25
  32 IF K$="6" AND X<23 THEN  BEEP .02,20: POKE (X*32+Y+22528),PEEK 23728: LET X=X+1: GO TO 25
  33 IF K$="." THEN  POKE (X*32+Y+22528),PEEK 23728: RANDOMIZE A: POKE 65534,PEEK 23670: POKE 65535,PEEK 23671: POKE 61025,168: RANDOMIZE USR 61020: POKE 61025,211: RUN
  34 IF K$="!" THEN  BEEP .5,10: BEEP .5,-10: POKE 65534,0: POKE 65535,128: RANDOMIZE USR 61035: POKE 61025,168: RANDOMIZE USR 61020: POKE 61025,211: GO TO 24
  35 GO TO 26
  36 PRINT AT 0,10;"SAVE SCREEN": PRINT AT 8,6;"1: SAVE TO TAPE";AT 10,6;"2: RETURN TO MAIN MENU": PRINT AT 21,0; PAPER 7; INK 1; INVERSE 1;"   CHOOSE MENU NUMBER (1-2)    "
  37 LET K$=INKEY$: IF K$<"1" OR K$>"2" THEN  GO TO 37
  38 IF K$="2" THEN  RUN 2
  39 CLS : PRINT AT 11,0;"Start tape, then press any key.": PAUSE 0: CLS : PRINT AT 11,0;" Saving Data. Length=9984 bytes": RANDOMIZE USR 64000: RUN
  40 PRINT AT 0,8; PAPER 7; INK 0;"SAVE SCREEN DATA": PRINT AT 7,8;"1:SAVE TO TAPE";AT 9,8;"2:SAVE TO DISK";AT 11,8;"3:RETURN TO MENU": PRINT  PAPER 2; INK 7;AT 21,0;"      SELECT OPTION (1-3)       "
  41 POKE 54014,PEEK 65534: POKE 54015,PEEK 65535: LET A$=INKEY$: IF A$="3" THEN  BEEP .1,0: RUN
  42 IF A$="1" THEN  CLS : GO TO 45
  43 IF A$="2" THEN  GO TO 47
  44 GO TO 41
  45 GO SUB 19: IF LEN F$>9 THEN  GO TO 45
  46 SAVE F$+"1"CODE 32768,9984: SAVE F$+"2"CODE 43008,6912: SAVE F$+"3"CODE 54014,6914: RUN
  47 CLS : CAT 1
  48 GO SUB 19: IF LEN F$>9 THEN  GO TO 48
  49 SAVE *1;F$+"1"CODE 32768,9984: SAVE *1;F$+"2"CODE 43008,6912: SAVE *1;F$+"3"CODE 54014,6914: RUN
  50 PRINT AT 0,8; PAPER 7; INK 0;"LOAD SCREEN DATA": PRINT AT 7,8;"1:LOAD FROM TAPE";AT 9,8;"2:LOAD FROM DISK";AT 11,8;"3:RETURN TO MENU": PRINT  PAPER 2; INK 7;AT 21,0;"      SELECT OPTION (1-3).      "
  51 LET A$=INKEY$: IF A$="3" THEN  BEEP .1,0: RUN
  52 IF A$="1" THEN  CLS : GO TO 55
  53 IF A$="2" THEN  CLS : CAT 1: GO TO 57
  54 GO TO 51
  55 GO SUB 19: IF LEN F$>9 THEN  GO TO 55
  56 LOAD F$+"1"CODE 32768,9984: LOAD F$+"2"CODE 43008,6912: LOAD F$+"3"CODE 54014,6914: POKE 65534,PEEK 54014: POKE 65535,PEEK 54015: RUN
  57 GO SUB 19: IF LEN F$>9 THEN  GO TO 57
  58 LOAD *1;F$+"1"CODE 32768,9984: LOAD *1;F$+"2"CODE 43008,6912: LOAD *1;F$+"3"CODE 54014,6914: POKE 65534,PEEK 54014: POKE 65535,PEEK 54015: RUN : STOP
  59 IF ATTR (X,Y)=176 THEN  BEEP .5,-10: GO TO 25
  60 POKE 61002,X: POKE 61003,Y: LET S=USR 61000: RANDOMIZE S: POKE A,PEEK 23670: LET A=A+1: POKE A,PEEK 23671: LET A=A+1: FOR Z=1 TO 8: POKE A,PEEK S: LET A=A+1: POKE S,0: LET S=S+256: NEXT Z
  61 RANDOMIZE (X*32+Y+22528): POKE A,PEEK 23670: LET A=A+1: POKE A,PEEK 23671: LET A=A+1: POKE (X*32+Y+22528),176: POKE A,PEEK 23728: LET A=A+1: GO TO 25
  62 LET A1=A: LET A1=A1-3: LET S=FN P(A1): POKE S,PEEK (A1+2): LET A1=A1-10: LET S=FN P(A1): LET A1=A1+2: FOR Z=1 TO 8: POKE S,PEEK A1: LET S=S+256: LET A1=A1+1: NEXT Z: LET A1=A1-13: LET A=A-13: GO TO 25
  63 PRINT AT 0,10;"SAVE LOADER.": PRINT AT 20,4;"Enter Address For Loader": PRINT AT 21,9;"(23296-65441)."
  64 INPUT a: IF a<23296 OR a>65441 THEN  GO TO 64
  65 PRINT AT 20,4;"Address For Loader=";a;AT 21,0;,,: DIM F$(10): RESTORE : FOR Z=1 TO 10: READ C,D: RANDOMIZE D: POKE C,PEEK 23670: POKE C+1,PEEK 23671: NEXT Z
  66 INPUT "Enter Filename "; LINE F$: IF F$="" OR LEN F$>10 THEN  GO TO 66
  67 FOR Z=65489 TO 65498: POKE Z,CODE F$(Z-65488): NEXT Z: RANDOMIZE A: POKE 65501,PEEK 23670: POKE 65502,PEEK 23671
  68 RANDOMIZE USR 3280: RANDOMIZE USR 3280: PRINT  PAPER 1; FLASH 1;AT 21,0;"Press Any Key To Save The Loader": PAUSE 0: PRINT AT 19,4;"Length=95 bytes";AT 21,0;,,: POKE 64004,208: POKE 64005,255: POKE 64001,0: POKE 64007,17: POKE 64008,0: RANDOMIZE USR 64000
  69 FOR Z=1 TO 90: NEXT Z: POKE 64001,255: POKE 64007,95: POKE 64004,88: POKE 64005,255: RANDOMIZE USR 64000: POKE 64004,0: POKE 64005,128: POKE 64007,0: POKE 64008,39: RUN
  70 DATA 65376,A+82,65389,A+82,65393,A+84,65410,A+92,65413,A+94,65420,A+80,65429,A+80,65433,A+82,65444,A+19,65372,A+80
  71 POKE 23624,63: BORDER 7: PAPER 7: INK 7: CLS : POKE 61043,24: RANDOMIZE USR 61035: POKE 61043,27: INK 0: POKE 23624,56: LET A=PEEK 65534+256*PEEK 65535
  72 FOR Z=32768 TO A-1: LET Z=Z+10: LET S=PEEK Z+256*PEEK (Z+1): LET Z=Z+2: POKE S,PEEK Z: FOR Y=1 TO 3: NEXT Y: NEXT Z: PRINT AT 0,0;"      PRESS ENTER FOR MENU      ";AT 1,0;"      PRESS SPACE TO REPEAT.      "
  73 LET A$=INKEY$: IF A$=CHR$ 13 THEN  RUN
  74 IF A$=" " THEN  GO TO 71
  75 GO TO 73
  76 PRINT AT 10,8;"Create Demo Data";AT 21,0;"   Press any key to continue.   ": PAUSE 0: RANDOMIZE USR 61035: LET A=32768: FOR X=0 TO 23: FOR Y=0 TO 31
  77 POKE 61002,X: POKE 61003,Y: LET S=USR 61000: RANDOMIZE S: POKE A,PEEK 23670: LET A=A+1: POKE A,PEEK 23671: LET A=A+1: FOR P=1 TO 8: POKE A,PEEK S: LET A=A+1: POKE S,0: LET S=S+256: NEXT P
  78 LET P=22528+(X*32)+Y: RANDOMIZE P: POKE A,PEEK 23670: POKE A+1,PEEK 23671: POKE A+2,PEEK P: LET A=A+3: POKE P,176: NEXT Y: NEXT X: POKE 61025,168: RANDOMIZE USR 61020: POKE 61025,211
  79 POKE 65534,0: POKE 65535,167: RUN
  80 DEF FN P(A)=PEEK A+256*PEEK (A+1)
  81 DEF FN A(X,Y)=X*32+Y+22528
9998 STOP
9999 SAVE "SCRN EDIT" LINE 1: VERIFY ""
```

The Features

(i) LOAD SCREEN
Select this option to load a normal screen picture from tape or Opus disk.

(ii) EDIT SCREEN
Select this option to design the way the screen loads. Your cursor is snown as a flashing square which can be moved around with the cursor keys. To select a square use 0: to unselect a square use 9. When your creativity is exhausted use Symbol Shift and M. Clear the screen with Symbol Shift and 1.

(iii) SAVE DATA
Select this option to save the screen data to tape or Opus disk; this is useful if you have not finished your loader design. Three pieces of data are saved, totalling 23810 bytes.

(iv) SAVE SCREEN
When you've completed your design you can save it to tape for use in your own programs. This option can only be selected when the picture is complete. The picture is saved as a headerless file, 9984 bytes long.

(v) SAVE LOADER
Use this option to save a copy of the loader. It can be saved to any memory address from 23296-65441. The loader is 95 bytes long.

(vi) WATCH SCREEN
An option for all the voyeurs. You can view your toil as the program pretends the screen is loading.

(vii) DEMO DATA
This creates a demonstration loading pattern to impress you.

```
   1 REM SCREEN EDITOR PROGRAM 1        1988 KEVIN GALE
   2 BORDER 0: PAPER 0: INK 7: CLEAR 32767
   3 LET T=0: FOR Z=1 TO 7: LET TOT=0: READ A: FOR Y=A TO 65535
   4 READ B: IF B>255 THEN  GO TO 6
   5 LET TOT=TOT+B: POKE Y,B: NEXT Y
   6 IF B<>TOT+1000 THEN  PRINT "ERROR IN LINE ";99+Z: BEEP 1,0: STOP
   7 PRINT "LINE ";99+Z;" OK"
   8 LET T=T+TOT: NEXT Z
   9 READ A: IF A<>T THEN  PRINT "ERROR IN DATA LINES": STOP
  10 BEEP .5,0: CLS : PRINT AT 11,11;"START TAPE"
  11 LOAD ""
 100 DATA 61020,33,0,64,17,0,211,1,0,27,237,176,201,1967
 101 DATA 61035,33,0,211,17,0,64,1,0,27,237,176,201,1967
 102 DATA 61000,243,17,0,0,123,15,15,15,230,224,170,79,123,230,24,238,64,71,251,201,3333
 103 DATA 61050,243,33,48,242,17,49,242,1,0,3,54,0,237,176,251,201,2797
 104 DATA 64000,62,255,221,33,0,128,17,0,39,205,194,4,201,2359
 105 DATA 65368,33,0,3,34,80,91,221,33,82,91,17,13,0,62,255,55,205,86,5,237,91,82,91,221,33,84,91,197,6,8,221,126,0,18,221,35,20,16,247,193,221,42,92,91,58,94,91,221,119,0,237,91,80,91,27,123,178,40,19,237,83,80,91,221,33,82,91,17,13,0,55,243,205,169,5,195,19,91,251,201,8901
 106 DATA 65488,3,0,0,0,0,0,0,0,0,0,0,95,0,0,0,0,128,1226
 107 DATA 15550
9999 SAVE "SCRN DATA" LINE 1: VERIFY ""
```

BYEEEEE!

Send any of your programs to David McCandless, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. Ooh, and if poss,.can I have all contributions on tape please, listings are unnecessary. See you next month.

HARDWARE

RAGE HARD!

More Rage Soft this month as *Phil South* sticks his nose into Companion Software's *EX-BASIC*.

Few companies really have the Spectrum in mind when they produce software products for computers. But one company that has never swerved from its devotion to our favourite button box, is Companion Software.

And now, to add to its string of utilitarian hits, Companion has just announced *EX-BASIC*, a new version of the Basic language for the Spectrum. This little package will allow you to do all kinds of wacky things on your Spectrum which would have been impossible before. But what has this new Basic got to offer that the old one hasn't and is it worth £11.99 of anybody's money. Well, yes to the second question, but the first bit could take a little bit more explaining.

Wass All This Then?

In brief, *EX-BASIC* is just like the Basic you use when you switch on your Spectrum, but it does have quite a number of important differences. It has an ALKATRAZ loader generator for starters, wangy sound effects, fade out, border and attribute routines, scroll screen, double height and character fonts, smooth pixel by pixel scrolling text, RAM save/load screens, *and* something called mega PLOT. Plus, plus, plus, there's monitor machine code commands, real time clock, multitasking, function keys, and a built in software slomo. All this sounds far too good to be true, but let's whip out the magic screwdriver and check it out.

Under The Hood

EX-BASIC stands for EXtended Basic. Unlike its other product, *IMBOS*, Companion's *EX* doesn't require the Interface One to work, so now anyone can use an extended Basic.

All the new commands are prefixed by a * symbol, to differentiate between the new command set and the usual Spectrum Basic commands.

The system cassette contains *EX-BASIC*, plus demos of how to use the program. It includes the Melody Maker program for making music using *EX-BASIC* commands, plus Replay for playing back the tunes you write. To activate *EX* all you have to do is load it. Then the computer loads the code, and resets. It's a bit alarming, but it's not a full reset, just a reset to *EX-BASIC*'s requirements. You then activate the system by typing:

```
RANDOMISE USR 61434
```

and a copyright notice appears. You're then invited by the manual to load the demo program to get you started. I won't go into *EX* tutorial mode here, but I will tell you what some of the more interesting new commands do.

Interrupt Commands

***CLOCK** Switches on the real time clock in the top right of the screen.

***TIME x,y,z** This sets the clock where x is hours, y is minutes and z is seconds.

***COLOUR x** Where x is equal to an attribute colour. This will alter the CLOCKs background colour. A good equation for figuring the best paper and ink colours is:

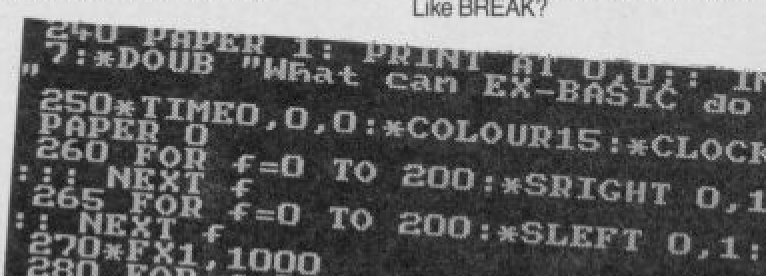
x=‹paper colour› * 8+ ‹ink colour›

***TRON** Not the film, but a debugging command for tracing which line number you're at when the program is running. It means TRace ON.

***SLOMO** Once upon a time there was a gadget called a slowmo, which slowed down the clock speed of your computer so you could cheat at games. *EX-BASIC* has its own slowmo, only this one sits in memory as a command. Now, I wonder if it works with games as well? No, I'm afraid it doesn't.

***SLOW x** This is where you set the speed of your SLOMO command. Set x from 1 (slow) to 5000 (normal).

***FUNCTION** This switches on the 100 function keys that you can define. You then define which keys do what. This effectively enables you to reassign every key on your keyboard and selectively disable certain keys. Like BREAK?



Here we see a listing in *EX-BASIC* with a fair sprinkling of * commands. Notice the fancy character set.



***EX-BASIC* doing one of its repertoire of special visual FX. Eat your heart out George Lucas.**

***L FUNCTION** This simply lists your current function keys. *IM1 and *IM2 are for selecting the current interrupt mode. This was previously only available via machine code.

Monitor Commands

***MFILL s,l,w** This command fills memory with a byte w, starting at s and a length of 1.

***RAMTOP** Displays the current RAMTOP value.

***RENUMBER x, y** A powerful renumber command, which renumbers your current program from line x in steps of y.

Graphics

***DOUB x$** Prints the text x$ in double height.

***CENTRE x$** Centres the text on the screen.

***TEXT x$,s,k$** This command scrolls text x$ at the current AT position. S is the speed between 1 to 1000, and k$ is a key detect, where you can stop scrolling at a key press.

***SCREEN p,i** This command amazingly changes the screen colours without destroying the display file. Brilliant for writing graphics programs.

Sound Effects

***SOUND length, pitch** Like the old BEEP command where pitch 0=C# and 2=D and so on . . .

***FX x,y** A wacky sound effect generator, where x equals one for white noise, two for forward laser zap, three for backwards laser zap, four for footstep, and five for laser repeat. Y controls the type of sound made by different values from 1 to 65535.

Protection

***HSAVE and *HLOAD** Save and load headerless files. For program security. Nobody can discover the length and location of your file.

ALKATRAZ Loaders

***ZAP x** And finally the most interesting one of all. To create an ALKATRAZ loader, you must first create a table telling the computer where to place each segment of screen data. The actual creation of the table is gone into in a lot of detail in the manual, and I must say it looks very good on the screen. You zap the screen into bits and load each bit at the same time as loading the program. Sexy stuff.

The Verdict

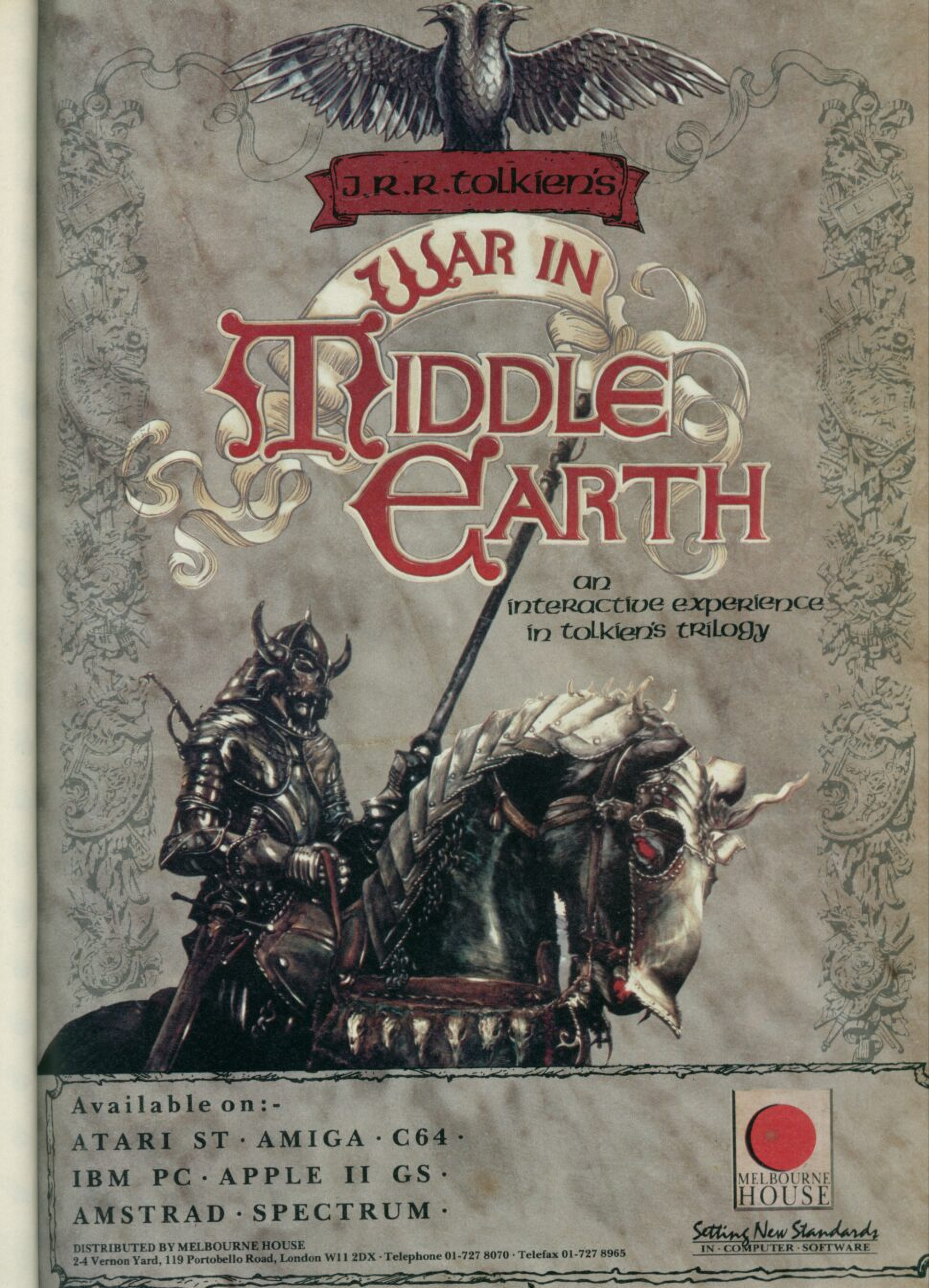
This is just a random sampling of the new things you can do with *EX-BASIC*, as the full interpreter handles a total of 66 new commands. (Tee hee, it says *over* 65 in the manual!) The implementation of this language is impeccable, as you'd expect from Companion, and the documentation is short and sweet, but perhaps by that same token a little too brief.

The booklet tells you everything you need to know to run *EX-BASIC* though, and there is a phone number in the back of it if you want any technical help. I don't know whether it quite has the oomph neded to write a top quality game, but it certainly contains the building blocks for you to have a really good try.

What it would probably be better at is presentations, rolling window displays, and for writing your own applications, especially if you have a grasp of a bit of machine code as well. You don't need to know it all with *EX* by your side, as it makes up for all the bits you don't want to know about!

Great stuff, what else have you got up your sleeve, Companion? Hmm?

Contact
EX-BASIC
£11.99 inc p&p
Companion Software,
Brampton Road,
Carlisle,
Cumbria CA3 9AX.


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Is Amstrad's new Sinclair PC 200 the best thing since *Block-busters*, or is it as useful as a one-legged cyclist? *Ciarán Brennan* talked to a few of the industry big-wigs to see what they had to say . . .

It's a funny old game this launching a new computer. It's said that you can't please everyone all the time, but Amstrad seems to have the knack of always pleasing nobody and still selling truckloads of hardware. The new Sinclair PC 200 looks likely to continue this trend. People who wanted to see the introduction of a new 16-bit games machine to equal the Atari ST and Commodore Amiga are bemused by what they see as a slow 'businessy' computer, while companies who are basically interested in selling software are happy to see a new machine that will be sold to mums and dads as a 'family' machine.

People who don't like the machine very much argue that though it may be compatible with the IBM PC, it's a very basic computer and will not be easily upgraded. The graphics system, which is vital to any computer's games capabilities, is the age-old CGA (Colour Graphics Adaptor) configuration which pales into insignificance when compared with what the Amiga or ST are capable of achieving. Also, in technological terms CGA has long since been superseded by EGA and VGA, two superior (if more expensive) graphics systems.

Those in favour of the machine point to the massive base of software that already exists for IBM PC-compatible computers – but unfortunately PC games tend to be more simplistic than their Speccy cousins and the four colour limitation makes them look a little drab. More importantly though, PC-compatibles use a disk operating system known as MsDos which is by far the most popular operating system worldwide and is used in just about every office in the country – which probably means that you'll end up fighting with dad for a chance to sit in front of the monitor.

Eventually, the machine will stand or fall depending on the software support that it receives: if software publishers aren't prepared to make masses of software available – and at an affordable price – then Joe Public won't want to know. So who better to talk to than the heads of some of the country's leading software manufacturers? After all, if they don't buy the concept, then you won't buy the computer.

Success?

Ocean has developed a reputation for taking advantage of changes in the software busines. In typically practical style, managing director **David Ward** is unimpressed by the argument that the machine is old-fashioned or 'a step backwards'. "History has shown that it's very rare that the technical architecture of a machine makes it succeed," he says. "What makes success is good, efficient and innovative distribution. The Spectrum itself is a good example of this. Was that the best 8-bit machine for playing games on? Probably not, but it succeeded nonetheless."

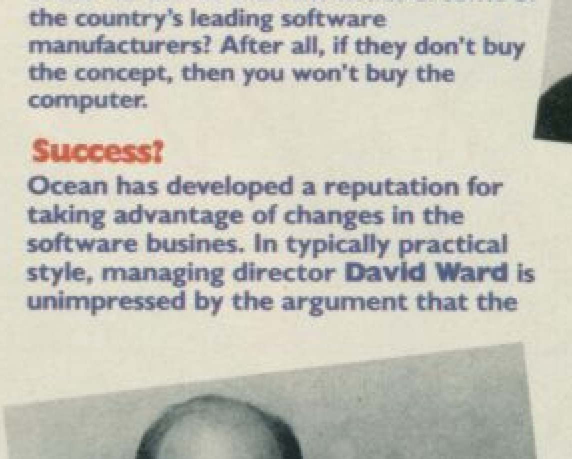


However, harking back to Sinclair's erratic history, David points out that the machine may be overstretching itself by attempting to be 'all things to all men'. Without wishing to draw too many comparisons, he did finish by saying: "The only thing that gave me a slight pause for concern was when I saw the way this was being promoted, an old two letter phrase came to mind. It said to me . . . QL."

Telecomsoft, the company behind Rainbird, Firebird and Silverbird, already has a massive back catalogue of PC-compatible software, and managing director **Paula Byrne** sees the disadvantages attached to the PC 200. "Sometimes with the IBM compatibles it's difficult to find product that you're really proud of publishing. There's no reason for people in Europe to buy average IBM product, they've got the ST and the Amiga. The American market hasn't had the huge success of the 16-bit market that we've had here in Europe that's why they're reliant on the IBM."

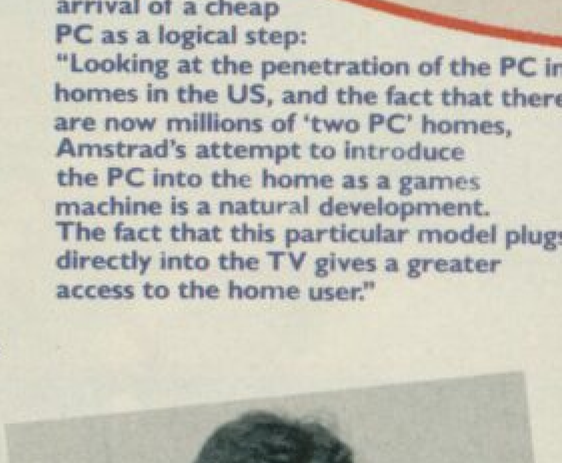
Once again though, Paula believes that Alan Sugar's marketing muscle will make a success of the new micro, saying: "I'm sure that Amstrad will sell it, it'll do a good marketing job and we'll publish product for it, but if this was purely a European publishing decision I'd be feeling much more wary."





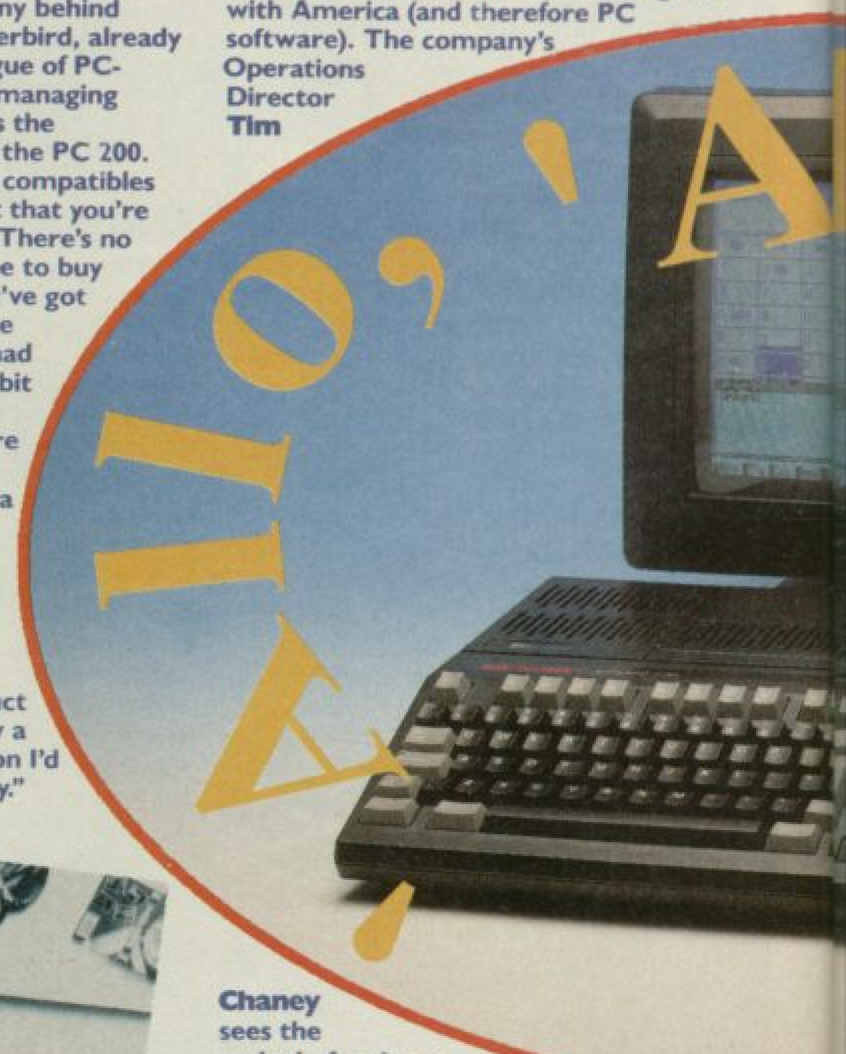
Slightly Above A Yuppie

Microprose is so far the only company which will be supporting the PC 200 specifically with new product. Managing Director **Stewart Bell** has strong views on the new machine: "We want it to succeed because we believe that the PC is a good machine for the home, and to this end we will produce a range of original product at £9.99 including, among others, *Walt Disney* and *Sesame Street* licences."



So does Stewart think that the machine is aimed at a younger market? "We think that the person who buys this machine will be slightly above a yuppie – people with young kids. This may be the opportunity for educational or home-based learning software to take off. Obviously you're not going to get the best quality in the world with CGA. But I don't think it will succeed if it's only sold just as a games machine."

As its name would suggest, US Gold is another company which has strong links with America (and therefore PC software). The company's Operations Director **Tim**



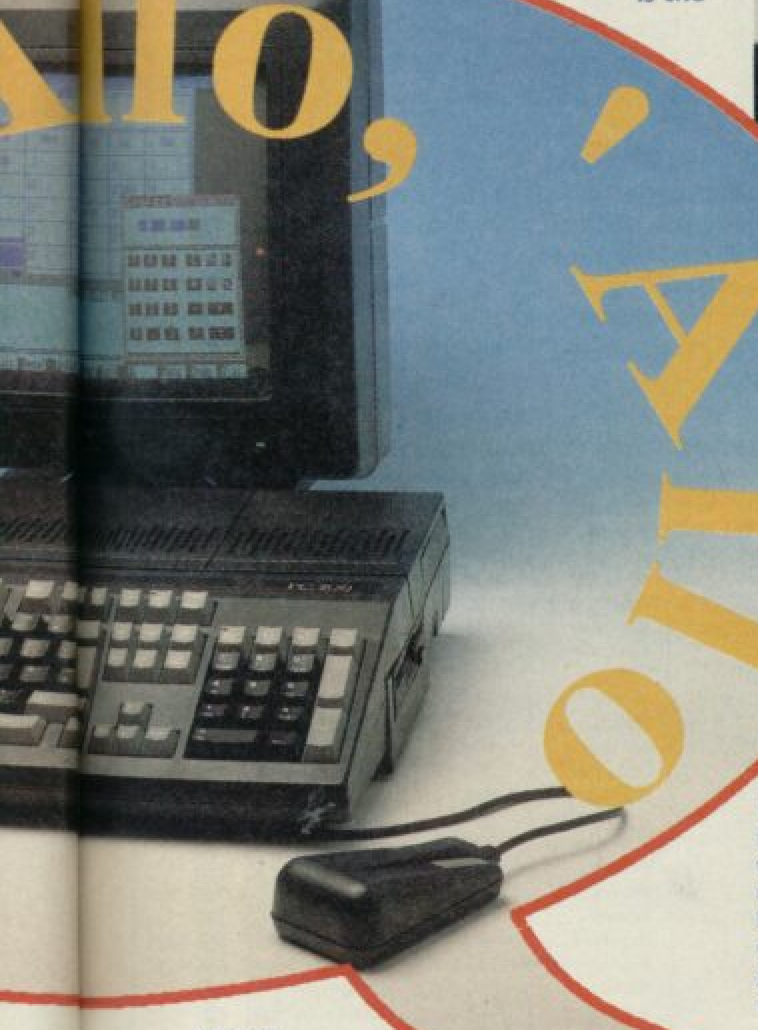
Chaney sees the arrival of a cheap PC as a logical step: "Looking at the penetration of the PC in homes in the US, and the fact that there are now millions of 'two PC' homes, Amstrad's attempt to introduce the PC into the home as a games machine is a natural development. The fact that this particular model plugs directly into the TV gives a greater access to the home user."

Argy Barge Pole

Martech's ebullient boss **David Martin** has always been a great believer in



quality software, particularly in the 8-bit market. Because of this he has strong views on Amstrad's latest offering. "Personally, I think that this is the



wrong machine at this point in time", he said, with a bluntness that's rare for MDs of large businesses. "I would have thought it was a bad move — CGA graphics just don't look good. If you want it for spreadsheets or as a database it's probably great, but for entertainment purposes I wouldn't touch it with a barge pole."

And you can't really say it straighter than that! On the subject of the market's future, David is equally forthright: "There'll be a gradual shift away from 8-bit. Already we're experiencing greater revenue sales on 16-bit and soon unit sales will be greater too. Come next year, new products will probably be developed with 16-bit in mind and then we'll see what we can do with 8-bit.

"I was personally hoping that the Amiga and the ST were going to dominate the entertainment world but they haven't, particularly in America, so as a company we have to go where people are developing hardware. The Sinclair name has still got a high profile, so the PC 200 will probably sell, but as a software developer it doesn't excite me at all."

Rod Cousens is European Vice President of American giant Mediagenic, and as such is already familiar with the production of PC-compatible software. He sees the new machine as opening up a whole new market: "The PC 200 will appeal to a wider audience than before; both from a younger age range of 14 to 25 year olds right up to



parents and home business users. Consequently you'll see a wide range of MsDos software which will take in arcade adventures, simulations and strategic programs alongside business packages."

Having seen the development of the American software market, Rod is confident that, despite its critics, the PC 200 will take off: "Ultimately the winner in a marketplace of entertainment software will be MsDos based. I believe that in years to come you will see a distinction between MsDos machines and games machines and I would expect Amstrad to participate in that arena."

Mirrorsoft has been developing PC-compatible software for a couple of years now, mainly due to the influence of its American affiliates. Because of this, Managing Director **Peter Bilotta** is quick to see the PC 200's advantage. "This machine will be suitable for both the home business user and the games player, so a lot of people who are thinking of upgrading are going to consider the potential advantages of PC compatibility."



A staunch PC supporter to the last, Peter points out that the hardware's apparent restrictions aren't all that important. "The restriction to CGA isn't such a bad thing, as EGA packages are still the exception rather than the rule — also, the inclusion of two expansion slots means that Amstrad hasn't written off the possibility of people including their own EGA card at a later stage."

Dominic Wheatley and **Mark Strachan** are generally known as the 'upper-class twits' who run Domark, and are more often seen posing for silly photographs than sitting around discussing the implications of new hardware. But behind this humorous facade lie a couple of shrewd business brains, and like most others they're slightly confused by the new machine.



"It's obviously not as good a games machine as either the ST or Amiga", said Dominic, "and we're not sure exactly where Mr Sugar has positioned it, but it seems that he's going for the loyal Sinclair customer who wants to trade up. However, if a customer really wants to play games then he or she will go for an Amiga or an ST. If they're interested in doing a bit more on the home computing side, and they're still brand loyal, then they'll probably buy a PC 200."

Despite this, they are pleased that there will be a relatively cheap IBM-compatible machine for the home as Mark was quick to point out. "Up until now machines in that market have been too highly priced for the home user, so a machine which allows us to develop IBM software for markets other than the States is absolutely perfect for us." And on the subject of the Spectrum's future, the dynamic duo are still quite confident: "Less titles will probably come out on the 8-bit format, but what will come out will be good and what's not so good will come out on budget. It's a really solid base and it's being added to every year."

The Future Begins Tomorrow

So it seems that only one thing is certain — the fact that Amstrad is the company behind the new machine means that it'll probably sell more than smuggled Levis in Moscow. Whether or not this is a step forward in the development of home computing is almost entirely 'rrelevant.

The PC 200 may not be the greatest games machine ever invented, but it will have many other uses around the home and for this reason it could become the perfect 'family' computer. This is one thing that the Spectrum never achieved, despite the fact that it was originally pushed in that direction.

And to finish on a happy note, one good thing which emerged during all this hype and hyperbole was the fact that the majority of software producers still see a bright future for the Spectrum — which means that they should all continue to produce tons of fabbo Speccy software for years and years. And when all is said and done that can't be bad, can it?

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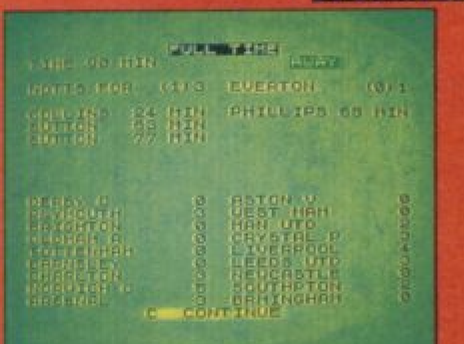
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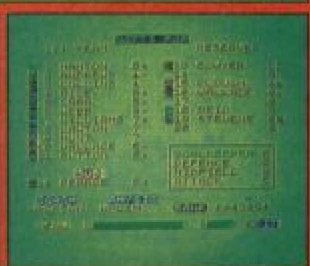
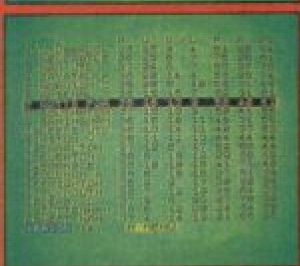
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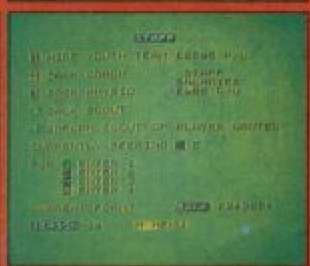
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YS COMPO

Win A Formula One Scalextric Set Plus Five Ferraris, Sweatshirts And Copies Of US Gold's *OutRun Europa!*

Remember *OutRun*? Who could forget it 'cos it was the biggest selling Spectrum game of 1988. Well it just so happens that US Gold is producing a sequel called, *OutRun Europa* – crikey! The bad news is it's not quite ready yet but the good news (*Choccys? Yummy! Ed*) is that US Gold in conjunction with the best Speccy mag on the planet *(YS you clots! Ed)* is offering a faberoonie Formula One Scalextric set as first prize in this 'copperloadofthis' compo.

RACY PRIZES

Blimmin' 'eck Tucker worra spiffing prize. The Formula One Scalextric set comes with two v. posh turbo-charged racing cars, miles of track and loads of flashy extras too! Still, if you don't manage to win first prize there's still a chance to pick up second prize. And that means five lucky people each win a US Gold sweatshirt and a super red Ferrari. You may have difficulty driving it though, unless you're a midget, 'cos it's only 10 inches long and made of die-cast metal. Plus there are 15 copies of the new road blast, *OutRun Europa*, up for grabs for the 'didn't quite make its' or runners-up to you!

REACHING THE FINISH LINE

No doubt you want to enter the race and pick up one of these superior prizes – so here's how. Pictured below you'll see a mess! But actually if all the pieces of the picture are put in the right place it's still a complete mess 'cos it's a picture of a well-known very scruffy Formula One racing driver. Anyway all you've got to do is stick the pieces of the jigsaw onto thin card, cut them out and then shuffle them into the right position and then identify the driver. Cor lumme this is getting like *A Question Of Sport!* Once you've done all that fill in the coupon with the correct answer and your name and address and send the whole lot to I Thought Burnin' Rubber Was Setting Fire To My Eraser Until I Saw *YS* Compo, *YS*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And remember those entries must pass the finish line by February 28th or you're in the pits.

RULES OF THE ROAD

- If you work for Dennis Publishing or US Gold you must be out of your tree. Not only that you're not in the running to enter this compo either!
- All entries must arrive by February 28th 'cos if they don't you won't win.
- Don't mess with the Ed 'cos she can shout Nikki Lauda then anyone else!

HARDWARE



■ Speccy 48K +. Kempston interface, tape recorder, £200 of games, most original. Quick Shot 2 joystick, all leads and so on. All new computer still boxed. £80 the lot. Ring Andy (0484) 717189.

■ Spectrum +2, ideal present. Plus games valued over £100. Sell for £45 or together £100. Total includes *Matchday II, Enduro Racer, Dan Dare II*. Phone Steve (01) 949 2000.

■ Spectrum + 48K for sale. All leads, recorder, interface, Quickshot II turbo joystick. Over £180 of software, plus 30 mags. Will sell for £100. Phone after 6pm (04024) 51530. Ask for Mart.

■ Spectrum 48+ in good nick, with joystick, interface, data recorder and over £500 software. Lots of mags. Will sell £300 ono. Or will swop for Atari 500 ST FM. Phone (0933) 679148 after 5pm.

■ Spectrum + 48K, including Quickshot 1 joystick and Kempston interface, cassette recorder, all leads/plugs, software, introduction manual and starter tape, only £60.00 ono. Excellent condition. Phone Jason after 5pm. (0305) 779799.

■ Spectrum plus loads of games including *Gunship* and *Ikari Warriors*, two joysticks, interface, and well over 100 mags. Good condition. Worth £300, sell for £150 ono. Please phone Bournemouth (0202) 523041.

■ Spectrum +2 computer with 40 recent games, and 50 mags. On sale for £90 ono. Phone Lee on (091) 455 6277.

■ Robotek Spectrum interface, for use with technical lego. Comes complete with wires for £20. Book included. D. Holmes, 2 Hill View, Henleaze, Bristol, BS9 4PZ. Phone (0272) 623123.

■ Spectrum 128+, plus disk drive, two joysticks, interface, and multiface. Also £200 of softwear on disk. Worth £500 accept £280. Contact Nicholas at 30 Commonwealth Road, Tottenham, London, N17 0PN.

■ 48K Spectrum, turbo interface, tape recorder, joystick, 60 games worth £500, and about 30 mags for sale. Will separate games for good price. Sell for £220, price negotiable. Phone after 6pm (0703) 558363.

■ For sale 3.5" disk drive, Plus D interface, 20 disks with games such as *Driller, Target, Renegade, Dark Side* and *Cybernoid*. Worth over £200, sell for £150. Ring John, Birmingham 430 7977.

■ Spectrum 48K Opus Delivery disk drive, Brother HR-5 printer, Spectrum printer, original software, including invoicing program. Disks, books, mags. LERM backup program, and all cables. All for £125. Phone Paul Brighton, 430600.

■ Spectrum 48K, data recorder, joystick and interface lightpen and interface. 14 computer mags, 85 games all in excellent condition. Sell for £300. Phone Mr Casey on (0935) 20189 after 5pm.

■ 128K Spectrum +2, MGT disk drive, Brother M1209 printer. Only £250. Phone Martin (01) 677 6570.

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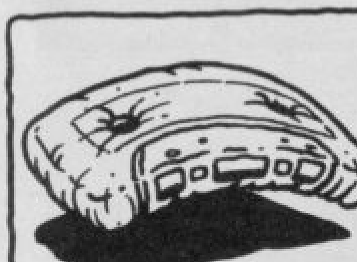
■ Spectrum + for sale v.g.w.o. Cassette recorder, all leads, joystick. Over £250 worth of software. Recently been serviced and in excellent condition for £110. Phone Mike on South Walsham, Norfolk (060) 549398, anytime.

■ 128K +2 for sale with Multiface One and joystick plus games. Will sell for £100 ono. Write to E McRobbie, 80 Bedford Road, Aberdeen, AB2 3LP.

■ Spectrum +2 in good condition and boxed. £450 worth of software, altogether worth £610. Will sell for £200. Phone Neil on (0474) 362431 after 6pm.

■ Spectrum 128, Kempston Mouse, Specdrum, Multiface I, loads of original games, books and mags, all boxed. Worth over £600, sell for £350 ono. Phone John, Birmingham 430 7977. Buyer must pay postage/collect.

SOFTWARE



■ Wanted: *Soldier Of Light, Flying Shark, Overlander* or *IK +*. We have *Garfield, OutRun, Vixen, Barbarian, Game Over, Flintstones, Cobra* and *720°*, originals only. Phone (01) 946 2520.

■ Wanted, any good games. Will swop *Ninja Scooter, Bubble Bobble, Combat School, Wolfan*. Phone (0222) 343685 ask for Ian. 24 Stockland Street, Grangetown, Cardiff, CF1 7LW. All letters answered.

■ Lots of new games to swop, send your tape for mine, guaranteed reply. Bill Christou, Aharnon Street 158-160, Postcode 112-51, Athens, Greece.

■ Hi! I will swop my Spec Drum if you can give me at least seven of these games: *Trantor, Action Force II, Football Man II, Match Day II, Zulu Wars, Gryzor, Game Over, Death Wish III, Where Time Stood Still, Vindicator, Exolon, Legend Of Kage*. Write to Fredrik Relke, Lamansgatan 7, 26241 Angelholm, Sweden.

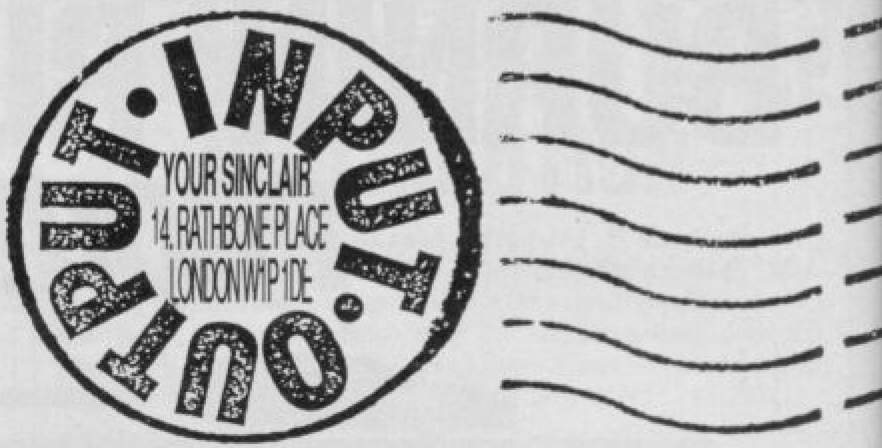
■ Look! Everyone who thinks he's got new games (even not many) must write to me fast with a list of games. Guaranteed reply, so write now! Zvima Biran, Trumpeldor-30, Ramat-Hasharon, Y7264, Israel.

■ Originals to exchange *Virus, Flying Shark, Bionic Commando, Deflektor, Action Force II, Thundercats, Combat School, Gryzor* and loads more. Send your list to: Hitul Thohani, 79 Ashleigh Road, Leicester, LE 0FD.

■ Over £445 worth of software for sale including *Last Ninja II* and lots more! Selling for £200 write to Allan Walsh, 104 Scott Road, Lowton, North Warrington, Cheshire WA3 2JG. Or phone Allan (0942) 729715 after 6, Mon to Fri and all day Sat and Sun.

■ £1000 worth of software including *OutRun, Mercenary* etc. Will not split. Write to W. Burden, 4 Omega Road, Woking, Surrey, GU21 5DY.

■ I wish to swop *Tank Trax, Gnasher, La Swat*, and *Plummet*, with any other games (originals only please) compatible with 48K Spectrum. Send to 1 York House, York Hill, SE27 0AA.



Whoo! Hey! (Hic!) And Happeee Noooo Year! Forget your resolutions, come and indulge in the *Input/Output* party. There's summat here for everyone! Yaaaay! (Hic! Belch! Crash!)

■ Female, aged 23, owns 128K. Wants to swop 48K or 128K games. Many latest titles. Reply assured, hurry up fellow Speccy owners. Write now to Kalpana Parawaney, C/68, Venus Housing Society, A Scheme, Worli, Bombay, 400 018, India.

■ 48K games either for swopping or for sale. Please ring me after 4pm or write. Also have some 128K games for sale. Michael McDonough, 16 Millmark Grove, New Cross, London, SE14 6RQ.

■ Graphics designer for sale. Save graphics to tape, memory. £1 or 50p with a tape to 6 Albemarle Road, St. Ives, Cambs. Or phone (0480) 64639 for information.

■ Wanted any of *Street Fighter, Bionic Commando, Target Renegade, Beyond Ice Palace*, for any of *Ikari Warriors, Flying Shark, Karnov, Alternative World Games* and more. Phone Pip on (0865) 247989.

■ Will swop *P.A.W.* for *Scruples, G.A.C.* for *Great Giana Sisters, Mickey Mouse* for *Roy Of The Rovers, Football Manager II* for *Pac Mania* and *Trivial Pursuit* for *Pac Land*. Ring (0274) 542782.

■ Swop *720°* and *Thing* for *Thundercats* and *Storm Bringer* 48K. Also swop *Rastan, Trapdoor* and *Sirius* for *Last Ninja Two*. Write to 2 Sondes Place Drive, Dorking, Surrey, RH4 3EG.

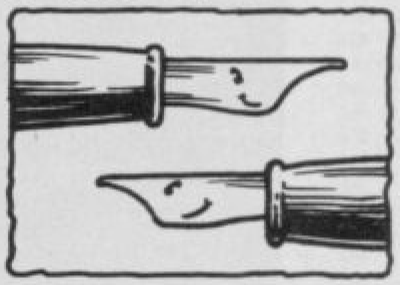
■ Will swop *Bomb Jack* and *Chessolay* for *Your Life, Curse Of Sherwood* or *Hot Rasputin* for *Lifeguard*. Write to 3 Laxton Way, Chesterfield, Kent, CT5 3JL or phone (022779) 2769.

■ Wanted *Target Renegade, Bionic Commando* or *Rastan*. Your one for *Daley Thompson's Decathlon, Daley Thompson's Supertest* and *Attic Attac*. Paul Sparkes, 9 Landsdowne Close, Gayton, Kings Lynn, Norfolk, PE32 1QW.

■ Wanted badly, *The Fury*. Will swop for any three of these (only originals) *Avengers, Salamander* (Konami) *Xor, Terramex, Solomon's Key* and *Super Stunt Man*. Want originals only. Phone (0603) 811823.

■ Attention, all the very latest 128/48K Spectrum games to swop. All letters are guaranteed an answer. Send your list for mine. Paul Hunjan, 8 Pargeter Street, Walsall, West Mids. WS28 8RP.

PEN PALS



■ I would like an attractive girl penpal from England or America. Could she be either 13 or 14 years of age? Please could she send a photograph to me. Michael Taylor, 1 Landor Court, Hempstead, Gillingham, Kent, ME7 3SP.

■ I am a 19 year old boy. I am looking for 17-19 year old penpals for friendship. All letters will be answered from anywhere in the world. Neil Kadri, P.O. Box 816, Dar-es-Sallam, Tanzania, East Africa.

■ Penpal club needs members, especially girls, to join this ultimate club. Send just £1 to C. Walsh, 11 Woodland Avenue, Preston, Lancs. PR2 6DT. And hurry up okay?

■ Two 14 year old girls looking for two boys aged 14+. We are not interested in computers, but we are lookin' for a good time! Photo if possible. Gilly and Caz, 72 Manor Road, Wimborne, Dorset, BH21 6EA.

■ +3 owner, 23 years old seeks +3 owners anywhere in the world to swop games. Interested? Write to Bob Spenceley, Flat 2, 574 Hessle Road, Hull, HU3 5BC.

■ Eight year old male wants penpals same age or up to 10. Likes combat games and adventures. Please send photo. Gary Collister, 71 Main Street, Larbert, Stirlingshire, Scotland, FK 5.

■ Hi there, want to swop games with an Aussie? Have got GDT, QL128K, 48K Spectrum + and ZX81 16K. Lots of Speccy games. Andrew Livett, 48 Nicholas Street, Ashburton 3147, Victoria, Australia.

■ Female, 22, seeks male or female Spectrum owners to swop games, postals and POKEs. Many latest titles. Reply guaranteed to all who write before 2000 A.D. Sneha Rohera, 103, Unique Industrial Estate, Prabhadevi, Bombay 400 025, India.

■ Penpals wanted to swop the latest games. Write to J. Williams, 370 Baldwins Lane, Hall Green, Birmingham, B28 0RD.

■ Seeking 16-20 year old girl's with a CBM 64, who like music, jokes, discos, films, reading and going out. Please send a photo. Noel Doyle, 62 Beauvale Park, Beaumont, Dublin 5, Ireland.

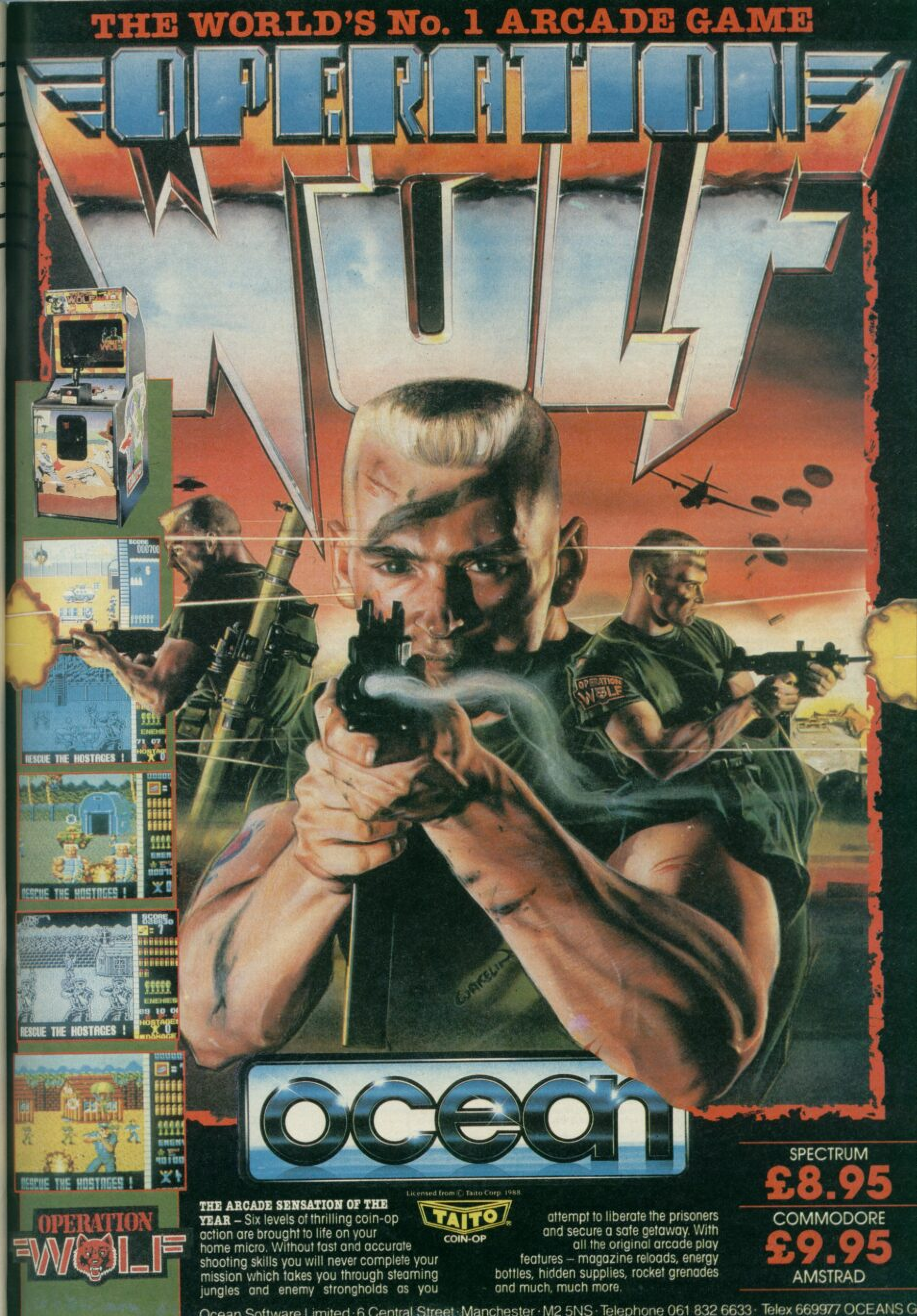
■ Good looking 16 year old male seeks female penpal to swop games with. All letters answered. Please write to Barry Phillips, 13 Llygad-yr-Maul, Caewern, Neath, West Glamorgan.

■ Achtung! Worldwide penpal club needs even more members, male and female for business and pleasure. So send 50p, name, address, and interests to P.C.C, 11 Woodlands Avenue, Preston, Lancs, PR2 6OT.

■ 27 year old with Spectrum compatible computer, Beta interface and other peripherals and utilities, would like to swop hints, and tips with others. Miguel Affonso, Cerqueira da Silva, Rua Agua Doce, 176-Bloco 4, Apto 303, Cidade Alta, Cordovil, Rio de Janeiro, Brazil.

■ 14 year old wants Speccy owners anywhere. Good for a laugh. Must know machine code. Swop games, POKEs. Cool Iszatt, 26 Foxdale Close, Chesnut From Sutton-on-Hull, North Humberside, HU8 9UB.

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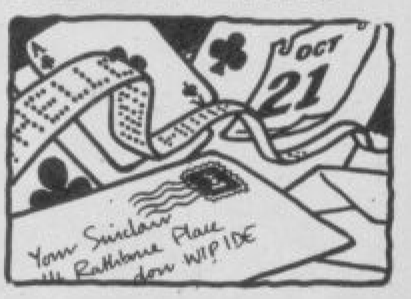

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MESSAGES AND EVENTS



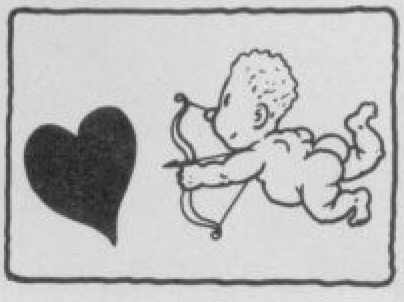
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■ Two males aged 14 who like to go to the pictures and town would like two females who have the same interests, age 13+. Write to Jamie Wood, 165 Cartmell Road, Woodseats, Sheffield, S8 0NL.
■ Good looking male seeks blonde (if possible) beautiful female with either a Speccy +2 or Amstrad CPC464. Age range between 14-17. I'm 16. Please send photo if possible. Jason Cass, 16 Glasbury House, Ferndale Road, Brixton, SW9 8AY.
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■ A good looking girl seeks male friends in the 14-17 age group. Preferably from the same area but not essential. Must like music and enjoying yourself. Write to Trish Liverpool, Burnham Cottage, Wexham Street, Stoke Poges, Bucks, SL3 6NX.
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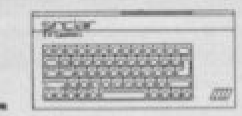
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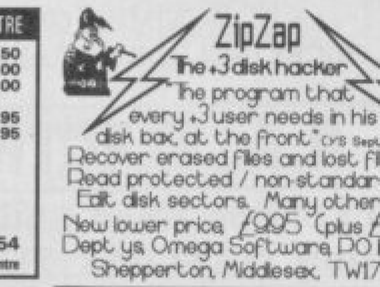
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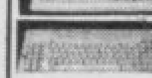
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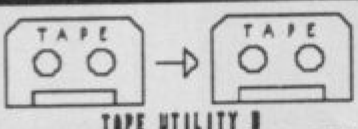
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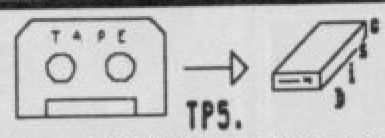
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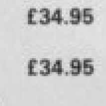
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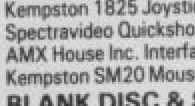
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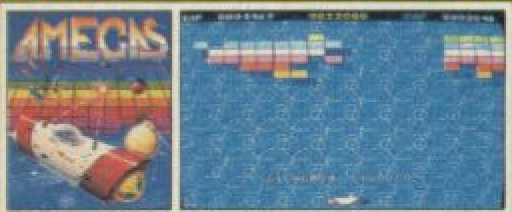
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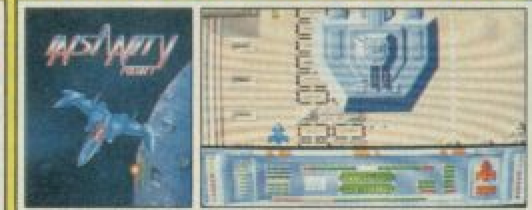
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FUTURE SHOCKS

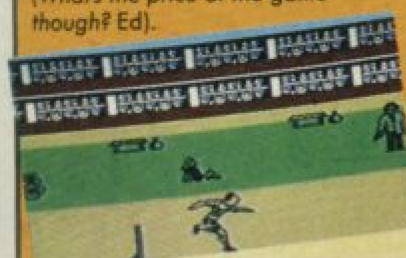
Flippin' heck, the old crystal ball's gorn all wibbly and we can't stop it churning stuff out. Where's Madam Pico? Where's the 'off' switch? Yaaarrrghhh...

THE GAMES SUMMER EDITION

Epyx

If your joystick survived the sudden surge in popularity *Daley Thompson* suddenly brought to the fine 'art' of wibblestick waggling last summer, Epyx's *The Games: Summer Edition* will finally send it to the great trash bin in the sky. Events include springboard diving, the rings and the 'uneven' parallel bars — three which are relatively kind to your 'stick' — and hurdles, pole vaulting and sprint cycling which definitely aren't. Others include archery and hammer throwing, and there's also the opening and closing ceremonies and choice of countries which provide nice touches ("Bags to be America — they win everything." "Bags not to be Peru").

A game with this title seems a bit untimely considering the current state of the old atmospheric conditions, but if you're not already sick of sports sims it might be just the thing to chase the winter blues away. Available at the end of February, the price of sporting genius is a mere £8.99, or £12.99 to you diskies. *(What's the price of the game though? Ed).*





LED STORM

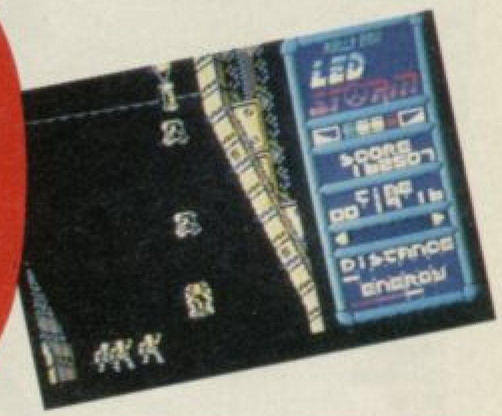
US Gold

A pretty crazy one this. What warped mind — outside of our very own Duncan's — could possibly conceive of an intercity car race taking place purely along a city skyline, the cars literally jumping from one roof to another? The guilty partys at coin op boys Capcom are keeping stum, as is the geezer who decided the cars could be supersonic!

Actually, we lied a bit at the beginning. Only the first level takes place on a broken road suspended above a city, the other eight being through a forest, above the clouds and so on. There are fuel pod-ettes to collect, horrible punters who grab onto the back of your car to slow it down, a very fast winding track and, should you take the corners too fast, quite a high dosage of 'clog popping'.

Sounds like quite a different sort of vertically scrolling race game and is touted as a big '89 hit by Gold, at £8.99 or £12.99.
Start your engines, chums...





LAST DUEL

US Gold

"There was a young lady I knew,
Who got into a terrible to-do,
To the throne she'd been heiress,
But she got captured — How careless!
By those terrible people from Mu!"
(Ancient alien limerick).

For those of you used to playing any one game on your home computer up to a year or so after its arcade release — that's probably the whole blimmin' lot of you, chummy — *Last Duel* will come as a bit of a shock. Y'see, this Capcom coin op is out in February at the same time as US Gold's home version appears in the high street stores, a deal that would appear to be good news for Speccy freaks, but bad news for those 'nice people' who run the local amusements. Still, we shall see.

The game is a vertically scrolling car/plane based shoot 'em up, where your aim is to rescue the queen of your planet from the neighbouring planet Mu (hence the limerick, continuity freaks!), a place unique in that it's populated totally by ever so unpleasant people. (An entire race of Bernard Mannings — bleeuuuchhh)!

The player drives a car and a plane on alternating levels, leaping over holes in roads, avoiding clashing rocks and shooting everything that moves, and many things that don't. The six levels, with names such as *The Dark Route* and Golden Mystery Zone, each end with a confrontation with a particularly savage wild guardian, the best ones being a big metallic spider and a robot personnel carrier that spews little droids out the back. How cute!

Converted by the Tierex boys, who you may remember did *Thunder Blade*, it's looking pretty good as anyone who has loaded up our exclusive cover tape will have discovered. Yep, play the first two levels courtesy of *YS*, and save your £8.99/ £12.99 for February (unless you don't like it, in which case you won't).



FUTURE SHOCKS

CAPTAIN BLOOD

Infogames.

"Hello there, Mr Alien Geezer. Would you be so good as to help me with my, erm, well ... my little problem." (We're leaping right in here with both feet, readers, so if you're not man — or woman — enough to take it, stop reading NOW!!)

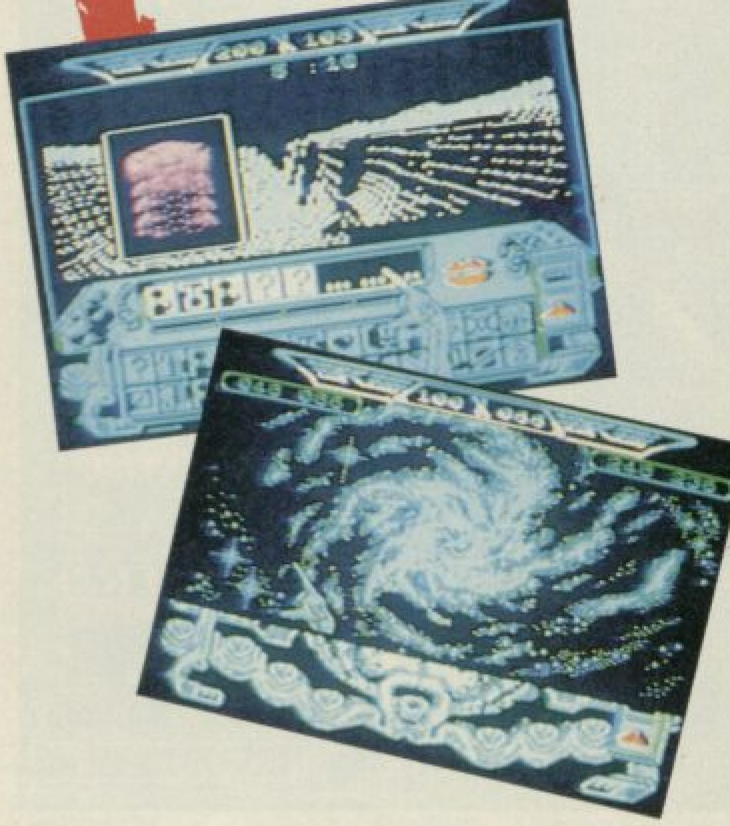
Mr Alien Geezer's reply: "Sure 'fing squire, I'll just doff my cap and tug me old forelock in traditional acknowledgement of your existence as a superior being, and would be more than honoured to give you what help I can."

Or: "Well, that all depends upon what you can do for me, doesn't it, 'pal'?"

Or: "Sod off, big ears."

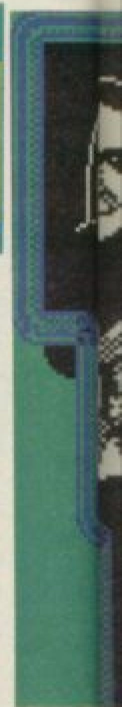
Yep, you just can't depend on your friendly neighbourhood alien these days. No respect, some of them. Of course, being Captain Blood, and so hero of the game, you can always whisk the ungrateful little blighter up to your space ship, cream him about the chops and make him talk, though it's not so easy to work out if he's lying or not. So inscrutable, you know.

Of course, if you don't like jumping into things in the middle, and want to hear it all from the beginning, you might find the following more interesting. *Captain Blood* is a famous french game from Infogames which has been around on 16 bit machines for ruddy ages. It's one of those things you either love or hate. Some say it's one of the best, most involving games ever, full of planets to explore and alien life forms to locate and interview in your quest (tracking down and destroying all the clone Captain Bloods that populate the universe) while others say it's a load of boring French rubbish. Who are we to say, chums, but seeing as it's out soon you'll be able to judge for yourselves.





A QUESTION OF sport



Elite

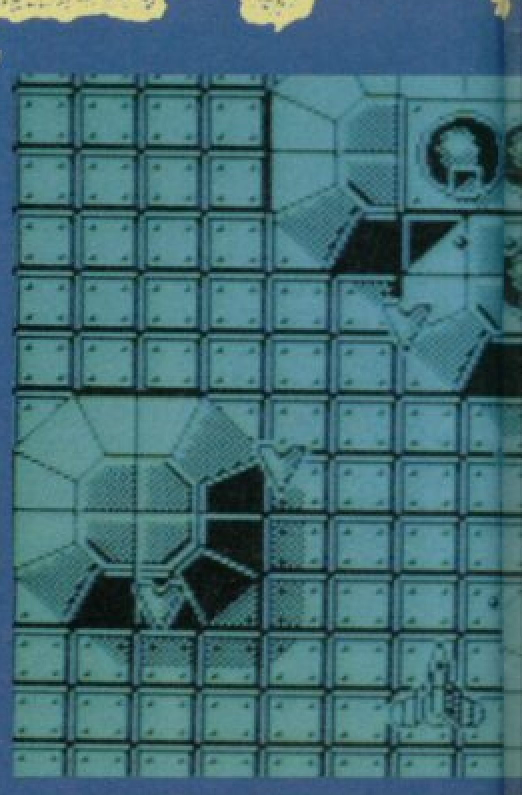
"Eyeeegh, Daaavid, how come ahm not in here, then (hee hee)?" Emlyn Hughes may well ask (for it was he), and the programmers must be sick as parrots (Brian) that just as they were putting the finishing touches to Elite's *A Question Of Sport*, team captain and all round superstar spanner Emlyn was chopped from the TV show. Still, Ian Botham makes for an equally 'colourful' replacement ("Shut your mouth" — biff) and with both David "Eeeeeerrmm" Coleman and Bill "Der" Beaumont present and correct, the game features the biggest collection of pixel-ised 'personalities' in the business (unless you count *Sam Fox's Strip Poker*).

We're talking basic sports triv here, just like the show itself, with rounds such as 'What Happened Next' and 'Home And Away' closely modelled on the original.

One of those games to be played with all the family, and though some of the graphics may look a bit limited on the Speccy, Bill at least will lose none of his engaging and exciting personality. The speccy cassette will set you back a penny under 15 sovs — and the disk? Exactly the same. It's a 'first'.

XEN





Melbourne House

This is it! Potentially the big one! If the Speccy can cope with the patent Bitmap Bros metallic graphics we could be talking shoot 'em up · sensation here! And by the look of these screenshots it has! Yowza!

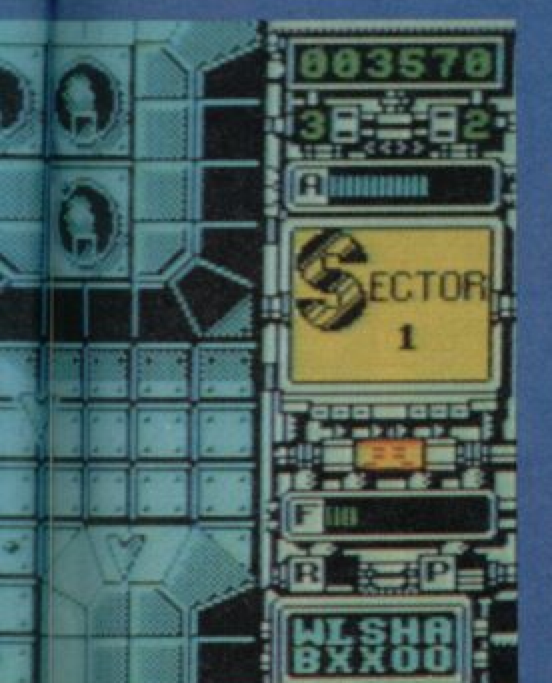
A boring but well informed person writes: If you didn't understand the bletherings of this idiot, and I would perfectly understand if you didn't, then maybe this will be of some aid. *Xenon* is a 16 level vertically scrolling shoot 'em up, the main talking point of which is that you can change from a flying aircraft to a better protected

FUTURE SHOCKS





ON





tank anywhere in the game to cope with the different obstacles.

What makes it remarkable is the reaction the game received when it first appeared on the Atari ST: the crowds went wild if you'll forgive the phrase. Quite simply it had some of the sharpest and most cohesive graphics that the Atari had ever seen, and was fast and extremely playable to boot. What the rather excitable chappy above has got right though is that this could be quite an impressive piece of coding, and one to look out for in January at £9.99. And there you have it.

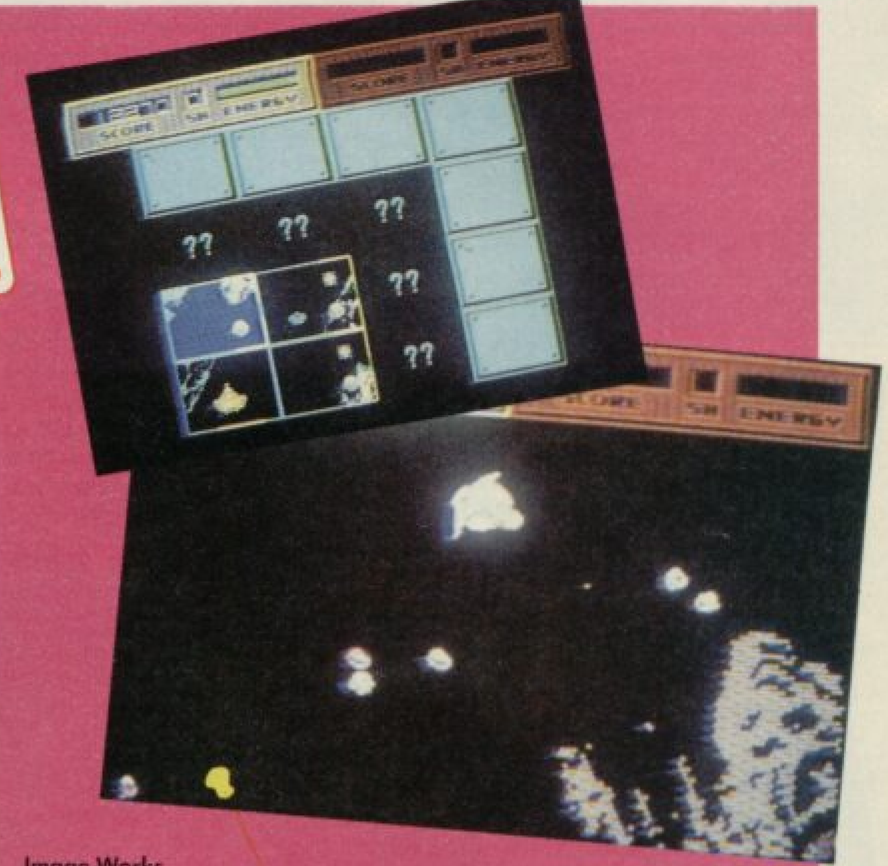


Image Works.

'Corky o'rorks, this looks an incy-wincy bit familiar,' you're probably saying to yourself, and if so then you'd be right! The name's the real giveaway — it doesn't take too much of an imaginative leap to get from *Blasteroids* (which is what we have here) back to prehistoric arcade classic *Asteroids*, does it? ('Yes it does' — Steve Davies). If you don't know the scene by now you must have been born but three femto seconds ago, so we won't go into too much... Oh you are a new-born? Well right then. It basically consists of twirling your teeny spaceship around, blasting big asteroids that approach on all sides into littler asteroids, then blasting those into even smaller ones blah blah blah until they're all gone. But it's not so easy as all that, oh no siree 'Bob', cos not only is your ship pretty difficult to control, but (but, but) each time you shoot an asteroid you get lots more flooding the screen. So there!

Image Works has the Speccy version of this updated version up and running, but you probably won't be able to buy it until March when we'll see four different difficulty levels and the same number of different rock formation things to louse. Prime spanner at the end of it all is a big octopus with the name of Mukor, and we're promised a fast, fun blast in the spirit of the original. Proof once again that whatever the deficiencies of the first generation of computer games, they got playability spot on.

The cassette will set you back £9.99, the disk £14.99, and it looks like a goodie.

BACK ISSUES

Don't look now — look back!

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3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

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